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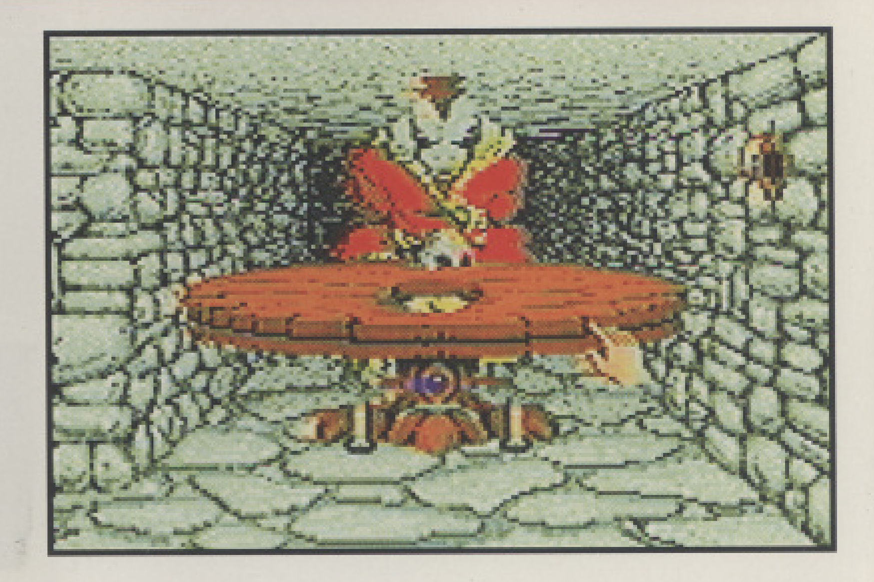
THOSE EARLY BITS

WiPS



PREVIEWS

REVIEWS



GUIDE SPECIALS

SENNA

PORTRAIT OF A RACING LEGEND










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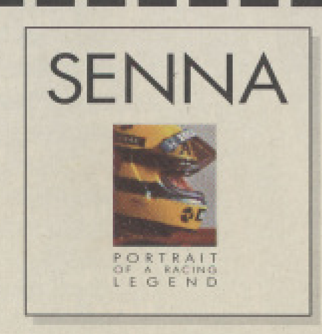







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BOOT SECTOR

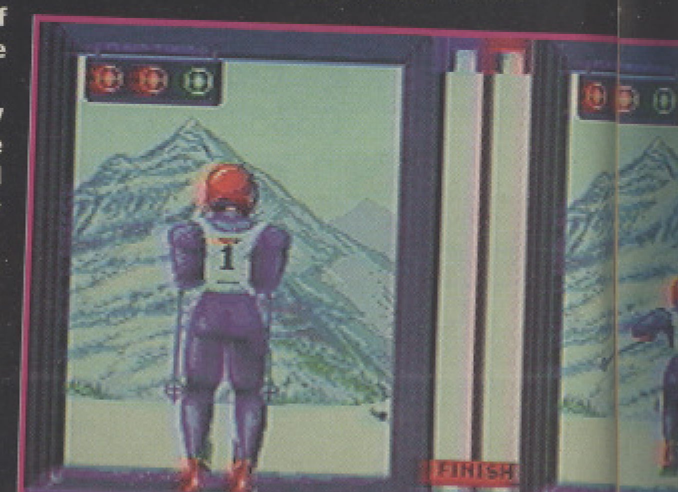
WINTER SPORTS

MICRO VALUE FLAIR

Here we are again with yet another amazing complete game just for you, readers of The One Amiga. We are continuing on our quest to bring you full and total complete games. Where else do you get such brilliant games on the front of a magazine? Well this month you will find that you have Winter Supersports and it's a real corker. We thought that as the days were getting shorter and the weather was getting colder we would give you a little taster of the sports that will soon be all the rage again. We've got everything from skidoo racing to downhill skiing, slalom to speed skating and bail jumping to bob sleighing! Not bad for a coverdisk ey? Well this is quite an old game but you will find that it really isn't all that bad. Infact we found ourselves spending quite a lot of time trying to thrash each other as we shot down snowy slopes at break neck speed. Yes this is a serious multi player game so you can race all your mates times as you try to make your way to the champion spot. You can infact have up to six players all battling it out against each other! This can make for some serious fun and you will find that you don't get too board when you aren't racing because none of the events take to long, unless of course you're really bad, which as readers of The One were sure you're not!

As with the last few games that we have given you, you'll find that there is a copy protection system so that's somehting for you to sort out, we have however been kind enough to reprint the whole manual (well the english version anyway!) and with the help of this you'll soon find yourself zooming through a whole series of winter sports in all sorts of world wide locations. (I didn't know that you could ski in Chad? ed) Some of them a lot hotter than others. Whether where you are makes any difference or not is another story all together. However you will not be disapointed for this really is a great game and it's totally yours!







PLEASE NOTE: We were only able to reprint the English version of the manual (we couldn't reprint the whole thing, well what do you expect for free?) so if when you reach the copy protection screen it asks for a page you do not have simply type anything and then you will get a further two attempts at putting in the correct word. In the very unlikely circumstance that none of the pages asked for appear in the reprinted manual please reload the disk from step one.

LOADING

We still have our rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert disk two prompts to follow. All you have to do is stick the disk in it's slot and then turn on your machine, ace or what! Now the only thing to do before you enjoy hours of fun is get through the copy protection screen. We had a couple of phone calls last month from people that hadn't quite got to grips with this system so let me explain it again for you. It's very easy really! All you have to do is to follow the instructions. You are given a page number, locate this page on the reprinted manual, you're also given a line number, count down the lines on the page that you have located (including all headings) until you locate the right line, you are also given a word number, count along the line to find the right word and then simply type the word in and hit the return button. Hey Presto! One serious game from THE ONE AMIGA!

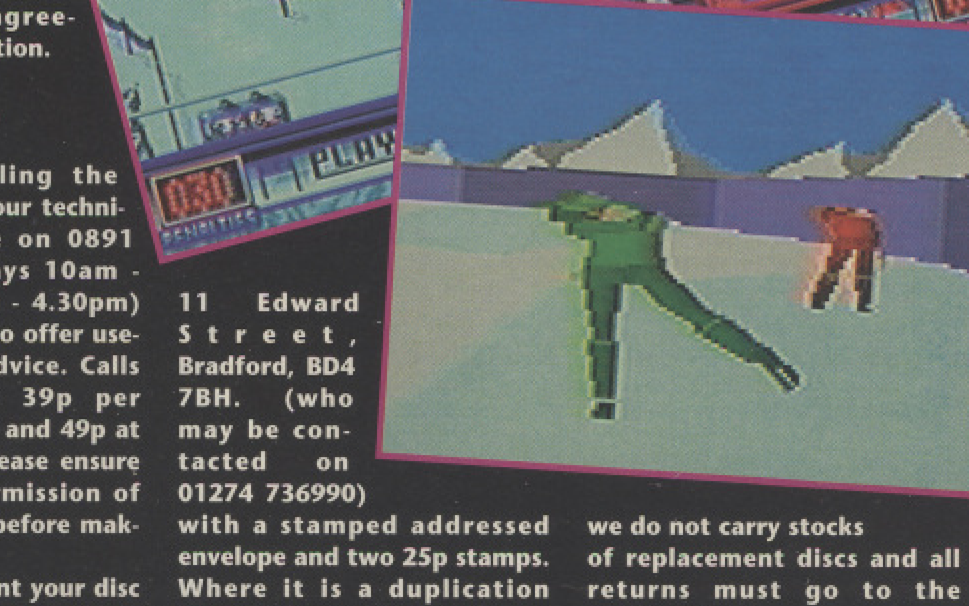
CONDITIONS

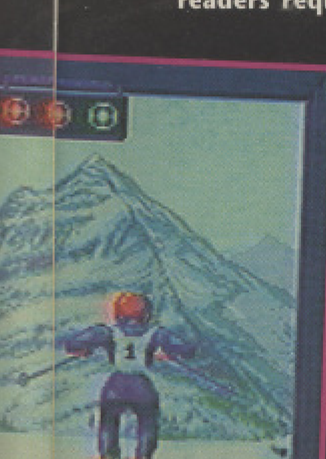
During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to installment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call.

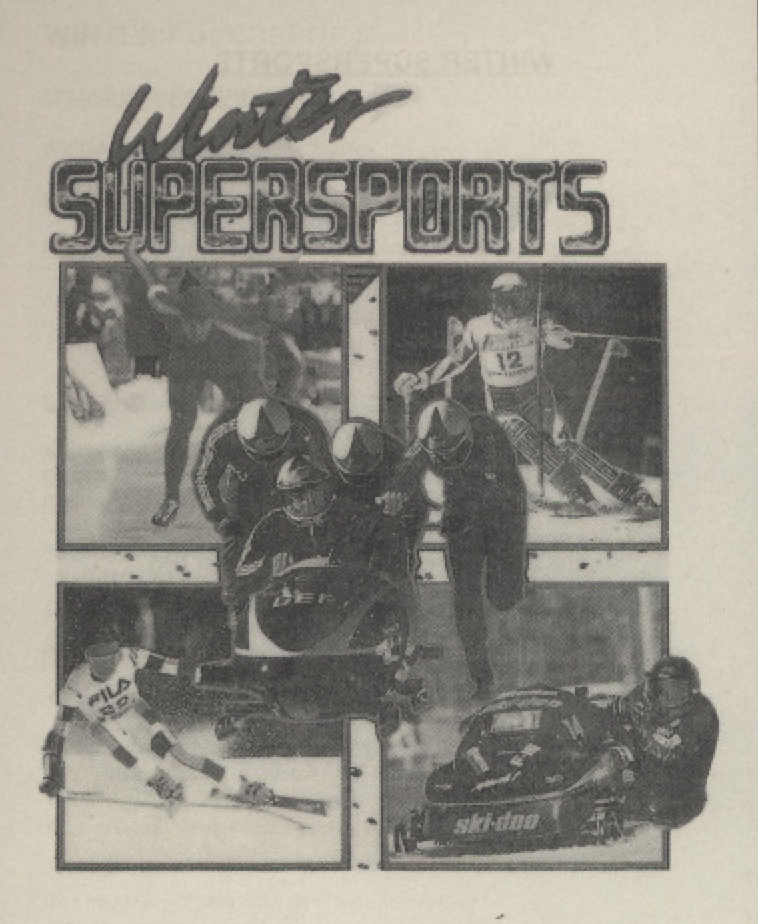
In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.





FULL GAME FREE

BOOT SECTOR



WINTER SUPERSPORTS

1

MINIMUM REQUIREMENTS

AMIGA: O.5 Meg of Memory. Joystick.

ST: Requires a joystick, single sided drive, 512K.

PC. 640K of memory, EGA OR VGA Card, DOS 2.0 Upwards.
Preferred requirements: Hard Disk, Adlib or Sound Blaster Sound Card, 8 MHZ Upwards.
If your machine has extended memory and you experience loading problems, reconfigure your machine to the standard 640k.

LOADING

AMIGA and ST:- Insert Disk into the Drive and switch on the Machine.
CBM64(Disk):- Insert Disk1 Side A and Type Load"**",8,1, press return.
CBM64(Tape):- Insert tape. Press (SHIFT) RUN/STOP.

PC:- Running from floppy disk.
Insert Disk 1 into drive A and Type WINTER, press ENTER.
See set up options.

PC :- Using Hard Disk. Install Program as Follows. Boot machine as normal.

1. Create a Directory on your Hard Disk. (For example MD WINTER and press Enter.)
2. Type CD WINTER and press Enter.
3. Insert Disk 1 into drive A.
4. Type copy A: *.*, press Enter.
5. Repeat steps 4 and 5 until all files have been copied to your Hard Drive.

To **Load** the program, type **WINTER** and press Enter.
See set-up options.

2

SET UP OPTIONS

PC:- Select from the Menu using the arrow keys, pressing the **Space Bar** to confirm your selection.

Video Mode - EGA - VGA Display
Sound Card - No Sound - PC Beeper - Adlib - Soundblaster
Controls - Keyboard - Digital Joystick - Analog Joystick
Game Mode - Challenge - Competition

CONTROLS

PC:- KEYBOARD or JOYSTICK (In two player mode, one player uses the Keyboard and the other the Joystick.)

UP ARROW KEY - UP
DOWN ARROW KEY - DOWN
LEFT ARROW KEY - LEFT
RIGHT ARROW KEY - RIGHT
SPACE BAR - START/JUMP

F1 - PAUSE
F2 - UNPAUSE

ST & AMIGA:-
ONE OR TWO JOYSTICK

CBM64:-
ONE OR TWO JOYSTICK

OFF DISK COPY PROTECTION

When you enter the game you will be asked to type in a WORD from this manual as the password. The word required is found from its:-
PAGE NUMBER . LINE NUMBER. and NUMBER OF WORDS ALONG A LINE.
IMPORTANT When finding the line ,include all titles and headings as lines.
FOR EXAMPLE on this page the 5th word on line 4 is DISPLAY

2

GAME MODES

3

At the start of the game the player is asked to select one of two game modes, COMPETITION or CHALLENGE.

COMPETITION

This allows up to 6 players to play one or more events selected from the main screen. The chosen event(s) can be played and replayed as many times as desired, to either learn or become an expert in selected events. In Competition mode players can compete against one another or against the computer.
At the end of each event, the player(s) will be asked if they wish to play the event again or progress to the next event. If the event is repeated the score for the previous play of that event is reset to zero and the counter begins again. If the player(s) does not wish to replay the event the score is added to the TOTAL scoreboard.
At the end of all selected events the winner is the player with the highest total score for all the events played.

CHALLENGE

This is a **ONE** player challenge in a head to head clash against the computer. All 8 events are played in order and the aim is to gain as many points as possible.
Each event has a points level which you must exceed in order to progress to the next event. If you fail to achieve the 'PAR' value score for an event then the challenge fails and you must recommence the challenge or return to the Competition mode for more practice!

PLAYER NAMES AND EVENT SELECTION

Having selected Competition or Challenge you will be presented with the opening screen with programming credits. Press FIRE or SPACE to continue.
Enter the number of players:- 1 to 6
Enter player name/names

COUNTRY SELECTION

To select the nation you would like to compete for, move the cursor to the position of your country on the World map and when appropriate press the Fire Button to confirm your selection.
When all the players have made their selections press **Y** or **N** to continue or re-select.

3

4

EVENT SELECTION

The screen shows Icons of the 8 different events available.

In Challenge mode all events are automatically selected.

In Competition mode, to compete in all the events simply move the cursor to the EVENT SELECTION title at the top of the screen and press FIRE or SPACE BAR.
To select specific events in Competition mode move the cursor over the Icon for each event that is NOT required and press FIRE or SPACE BAR. Those events will now be de-selected from the competition. To confirm your selection move cursor to the EVENT SELECTION title and press FIRE or SPACE.

THE EVENTS

DOWNHILL SKIING

Downhill Skiing is a sport which everybody should try at least once in a lifetime. The thrill of gliding down an alpine slope over white virgin snow or down a well trodden course (known as a Piste) with the crystal clear cold air against your face, is one of the most exhilarating experiences of all time.
The competitive Downhill Skier is very different to the average fun skier. This is one of the most competitive sports of all, where the choice of skis, boots, bindings, and even the wax applied to the skis are all critical if maximum performance is to be achieved. There are for example numerous different qualities of snow which require variable wax applications to gain the maximum speed advantage.
As in all sports today the skiers need to be both fully developed athletes and good all rounders. Agility of movement being as important as the equipment that the skier uses, as he weaves down the course at speed.
The aim of the game is to guide the skier(s) down the course between the flags, taking the shortest route to attain the quickest possible time.

CONTROLS

PC:- Use the ARROW keys, Left and Right to weave the skier left and right.

ST & AMIGA :- Joystick, Left and Right to move the skier Left and Right.
Up = Slow Down
Down = Increase Speed
Fire Button = Start Run / Jump / Restart after Crash

CBM64 :- Joystick, Left and Right to guide skier.
Fire Button = Start Run /Jump / Restart after Crash
Up = Slow Down Down = Increase Speed

5

BALE JUMPING

Bale Jumping is one of the new sports that has developed out of competitive speed skating. It started as a fun activity on frozen lakes like many other Winter Sports and is a subtle combination of sprint hurdles and barrel jumping.
The aim of the sport is to sprint along the track either indoors or outside jumping straw bales that are strategically placed in the lanes at regular intervals. A high degree of concentration and physical fitness is needed to conquer this demanding sport.

CONTROLS

PC :- Press the Right and Left keys in a gentle rhythm to attain the maximum skating speed. To jump the bale press Fire.

ST / AMIGA /CBM64 :- Joystick Right and Left in a gentle Rhythm
Fire Button = Jump

THE BOBSLED

Modern Bob and Luge tracks are constructed to the highest technical standards possible in often hostile and difficult locations. Events are scheduled in a regular calendar and organisers cannot therefore rely on weather being perfect on the days of competition. To compensate for unpredictable conditions, the runs are now refrigerated and thus the very best runs can be achieved in even the least favourable of conditions.
The Bobs themselves are very sophisticated, with high tech steering mechanisms, titanium running apparatus, aerodynamic fibre glass bodies resulting in 100ths of a second margins of difference between sleds.
As well as being lightweight the bobs have to be constructed from the strongest of materials in order to withstand the great G forces that are inflicted as a Bob hurtles into corners at speeds of over 80 miles per hour.

The athletic qualities of the crew are one of the greatest assets for the team. A good starting push sequence for example can make all the difference when 1st and 10th positions are just fractions of a second apart. Once down the first straight the driver must steer for the best line through every corner to the achieve the fastest possible time in an event where the slightest misjudgements determine the medal winners.

Controls:-

PC :- Use the Left and Right Arrow Keys to control the Bob using the Space Bar as the brake to slow you down through some of the more hairy corners of the run.

ST , AMIGA & CBM64 :- Joystick , Left and Right to steer and Pull stick Down to activate the brake

6

GIANT SLALOM

Giant Slalom Skiing takes place on a similar but shorter course than the Downhill, comprising a long series of tight turns defined by strategically placed flags.
The skiers need the maximum of agility and concentration to tackle this strength sapping sport as they weave in and out of gates, descending the steep alpine course in their race against the clock.

CONTROLS

PC :- Use the Arrow keys to control the skier Left and Right

ST & AMIGA :- Joystick, Left and Right controls the Skier.
Fire Button = To Start event / Restart after a Crash

CBM64 :- Joystick, Left and Right controls the Skier.
Fire Button = To Start event / Restart after a Crash
UP = To Slow Down, Down = To increase Speed

LUGE

The Luge event was brought into the Olympics in 1964 for the first time and has become a favourite with both competitors and spectators alike. Racing is based on a small flat sled just wide enough to hold a persons body, two narrow runners which are controlled by the competitors feet for steering and a daunting Bob Sled track.
Luge racing is a sport for only the bravest of competitors as the only protection you have as you lie on your back is a crash helmet and a thin outfit, which in the event of a crash at 70 Kph offer little protection.
The control of the Luge is similar to the Bob except the luge has no brake and is more difficult to control when cornering. It is considerably lighter than a Bob and is similarly affected by gravitation forces and pulls.

CONTROLS

PC :- To steer the Luge use the Left and Right Arrow Keys.

ST/AMIGA/CBM64 :- Joystick Left and Right To control the Luge.

SPEED SKATING

Speed skating is an event which goes back to the early ages of time.
The sport developed from skating on frozen lakes in Scandinavia to become a fiercely competitive Winter sport. The Dutch for example are known to be one of the Worlds greatest skating nations and hold regular National racing competitions along their network of canals and inland waterways.
Todays competition is centred on straight or oval tracks, divided into lanes to enable the skaters to follow the correct line. The skates are based upon precision made steel blades with sharp edges enabling a responsive relationship between the athlete and the ice.
The skating technique has varied over the years of competition and from basic forms, new derivatives of the sport such as short track and bale jumping have evolved.

7

CONTROLS

PC :- Using the Left and Right Arrow keys in a constant rhythm builds up the skaters speed . The important thing to remember when doing this is to keep a gentle rhythm and not go for all out hitting of the keys.

ST / AMIGA/CBM64 :- Joystick, Left and Right in a constant rhythm

PRO SKI CHALLENGE

This is a new sport on the International scene, not an Olympic event at the present time but likely to be added to the skiing events in the future. The sport is very popular in the States and has become a great television favourite due to it's exciting head to head competition.
The sport takes place on a Slalom type course with two or three jumping ramps, but with a limited number of gates. The action starts from two starting stations and the start is regulated by the three coloured traffic light system. When the lights turn green the competitors burst through the electronic start gate and the challenge starts as they battle their way down through the gates and over the jumps in a head to head competition. It is the visual excitement of seeing two skiers challenging one another that makes this new sport so addictive to the spectators.

CONTROLS

PC :- The control is the same as the Downhill event,
Arrow keys Left / Right and Up / Down .
Fire = To jump, to Start and Restart after a Crash.

ST / AMIGA & CBM64 :- Joystick, Left and Right to go through the gates,
Up / Down to speed up or slow down.
Fire = To jump, Start and Restart after a Crash.

SKIDOO RACING

Skidoo Racing is a terrific new competitive sport practised in North America and Europe. The game originates from the days of dog sled racing and whilst dog racing remains a popular sport worldwide, times have changed and the Skidoo/Snow Mobile has widely replaced the dog as a means of transport in the snowy Arctic wastelands.
Skidoos are powered by engines which can vary in size from 200cc to 1100cc. The larger engined machines used for racing can reach speeds of up to 70 MPH. Racing usually takes place on frozen lakes where straw bales and car tyres are used to mark the course. The course is very similar in design to a Motor Autocross circuit, with long sweeping bends and tight corners to test man and machine to the ultimate.

CONTROLS

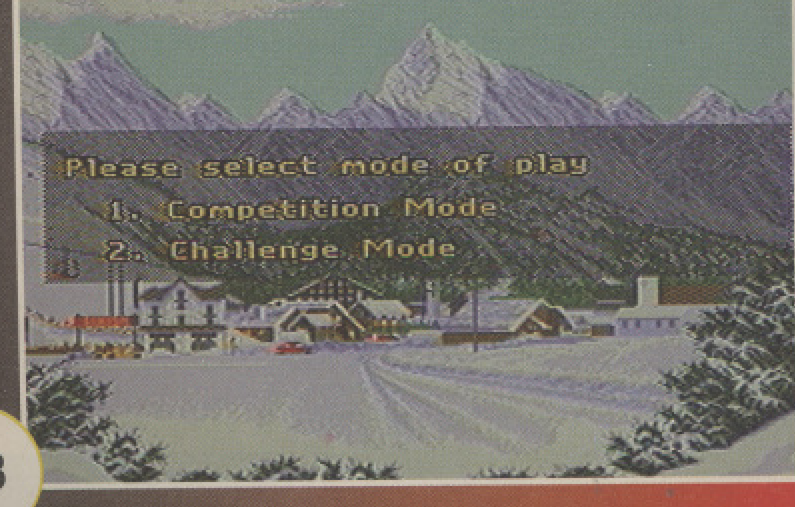
PC :- Arrow keys, Left and Right to steer the Skidoo.
To accelerate the Skidoo hold down the Space Bar/Fire Button.

ST / AMIGA /CBM64 :- Joystick, Left and Right to steer.
Keep the Fire button depressed to accelerate.

WINTER CHALLENGE

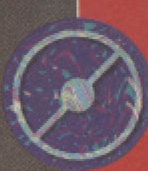
So what's this game all about, and how do you play it. Well it's all dead easy to come to terms with even if some of the events do offer a real challenge! Firstly you will find that there are two modes of play, competition and challenge. The challenge mode is one player and you have to have a crack at all the events that there are, eight to be exact. You won't necessarily finish this game as you have to get a certain number of points in order to get on to the next event. This isn't always that easy especially where the skiing stages are concerned. The other mode is the competition mode and this is the mode that you can have up to six players taking part. You get a main screen to select the events that you and your friends want to take part in. Again you have the full choice of eight. When you play in this mode you even get to type your names in, hey! Exciting or what! Another of the choices you have to make at this early stage of the game is which country you want to compete in! I don't actually think that this makes any difference at all but then again maybe I'm wrong.

The events are downhill skiing which is actually a great deal harder than you would initially give it credit for, Bale jumping which is skating with obstacles (hay bales funnily enough), Bobsled which is dead fast and all to easy to wipe out, Giant Slalom which is yet another skiing event and is so hard that we found ourselves really struggling to keep up with the competitors, speed skating which requires some real skill, pro ski challenge which is a head to head sport involving slalom type gates and jumps and skidoo racing that is actually pretty hard to. Well, as if you haven't guessed it by now, this game really presents a serious challenge to all of you. There's a fair chance that you'll be able to complete all of the events but trying to actually do well is seriously





WINTER SPORTS



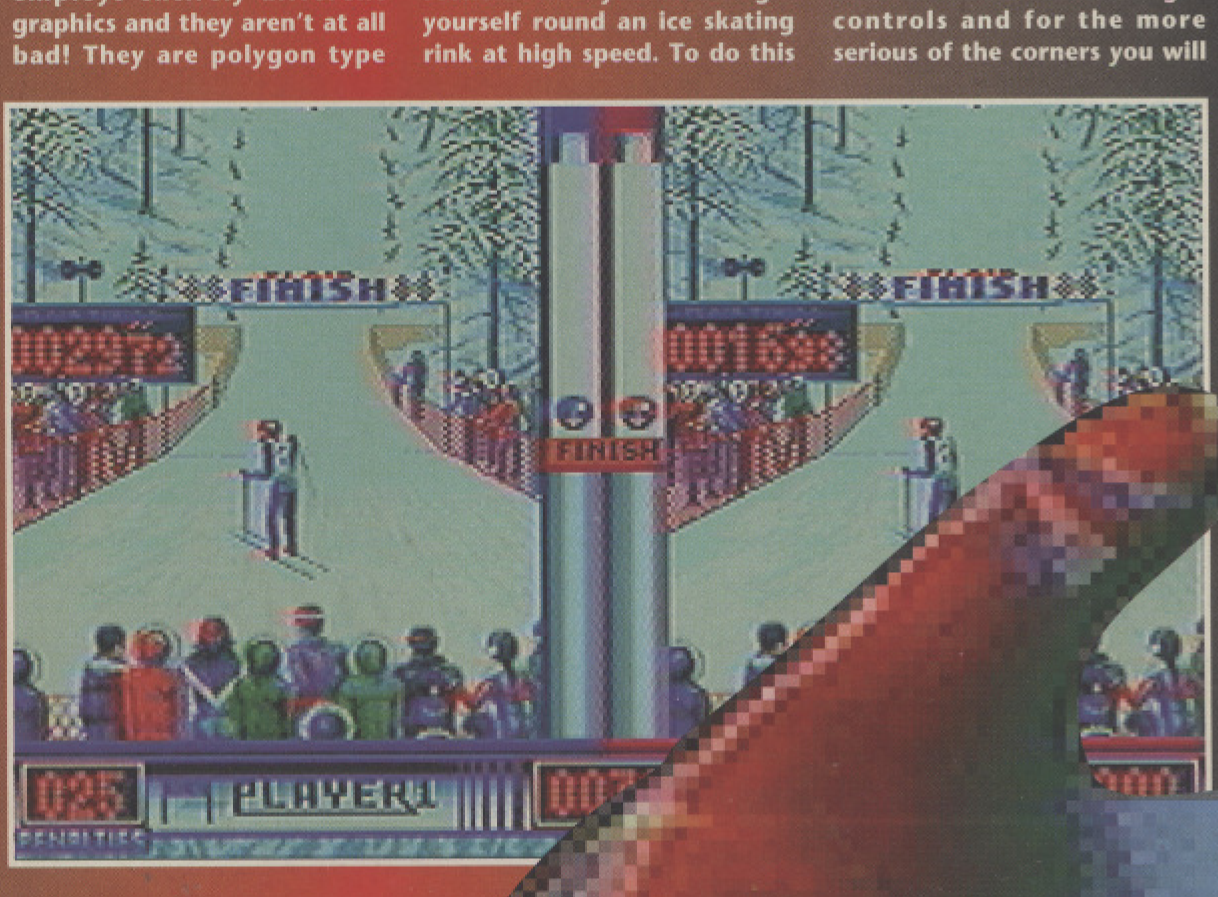
SPORTS

hard and it'll take you quite a while to get a decent score. We actually have just been to visit our favourite computer games store and we saw a copy of this game for sale, well actually we saw several copies of this game for sale and they were about twenty six pounds with a lowest price guarantee. Do you realise what that means? Yes you are getting a copy of a twenty-six pound game on the cover of a magazine that costs a fraction of the price. Not only do you get a serious game but you also get a whole magazine dedicated to your favourite computer, The Amiga. Now if that's not value for money then I don't what is? Righ

you must use the left and right controls to build up a rhythm, if and only if you get this right you will find that you reach the optimum speed and then you might just have a chance of winning. To jump over the hay bales you must use the fire button. Now quite a few of you will have been skiing and more of you will have been ice skating though the only things you'll have been jumping over is the piles of people who keep falling over, however I'm sure that not many of you have been bobsledding and that's hardly that surprising really considering what a mad sport it is. You will find that you have the usual left and right controls and for the more serious of the corners you will

back to the game!

Have you ever been skiing? Hell, most people have nowadays, no longer is it the sport of the rich and famous, especially if you have an Amiga and you've got a copy of this Magazine, because with Winter Supersports you'll have all the fun of downhill skiing without even leaving your room let alone the country. You will find yourself at the top of a piste (hey I've even got all the lingo!) about to start your race. To start you will need to press the fire button and then you will find yourself shooting off down the slopes, (well not literally) at this point the view changes and you are now looking at yourself from almost above. The controls also change as you now have to pull down to pick up speed and push up to slow yourself down, left and right are of course, left and right! You have to get down the hill as fast as possible whilst going round the flags taking the straightest course possible, sounds easy? mmm... we'll see! The Bale jumping employs entirely different graphics and they aren't at all bad! They are polygon type graphics and it seems a strange switch from the standard graphics of the skiing sections. Here you have to get yourself round an ice skating rink at high speed. To do this





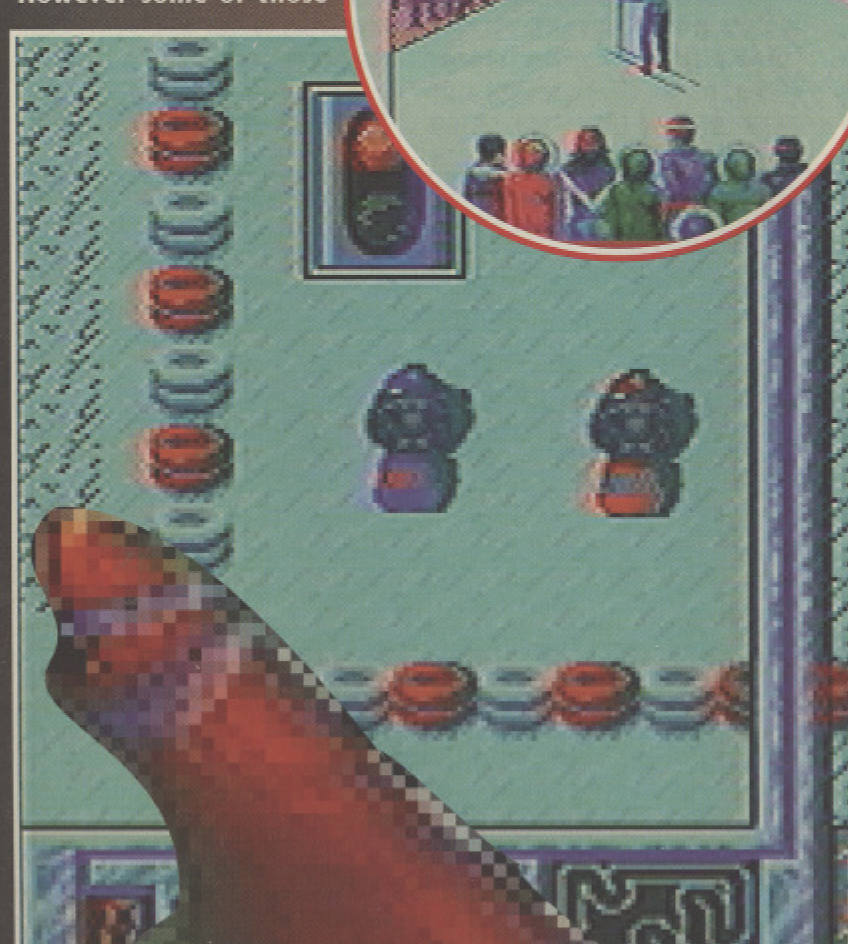


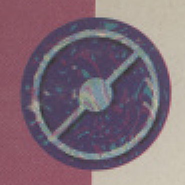
find that pulling back on the joy pad will slow you down. One hint is to look at the map on the right hand side of the screen and you can see exactly where you are on the course and start to turn when you see yourself nearing a corner. I managed to reach the bottom several times using this method whereas by simply looking at the main screen I had a great deal of difficulty and wiped out at high speed several times!

Giant Slalom takes place on a shorter course than the downhill and you will find that as with most slalom events you will have some trouble due to sharp turns. The Luge is a very similar event to the bobsled and it's pretty good apart from the fact that it's totally suicidal, hey lets all throw ourselves down a high speed ice course on a tea tray! The pro ski challenge is similar to the other skiing events but for the fact that you are started by a series of lights and you race on the same course at the same time as another skier, also there are jumps. The final event is Skidoo racing round a strange course, The Fire button is the accelerator and then it's just left and right. However some of those corners are a tad sharp so watch out!

You've read all about it, now you can get on with the game! Good luck, I'm sure you'll need it!







BINARY E

Who Are Binary Emotions? Read on to find out all about this up and coming software house who have lots in store for us Amiga owners!

We spoke to some of the guys at Binary Emotions and they had loads to say. So in this special feature we let them tell us all, what it's like to develop great games, be a new company and how they got there. Read on!

HOW TO DEVELOP GAMES IN THE INDUSTRY

The first vital ingredients you need in starting a game is initial game design and a full development team i.e. a programmer, a graphics artist, a musician and designer. You could possibly get by without a musician and designer, but without them the game will appear rushed and severely lacking in these areas. To have a successful game it needs to be in the category at least one of the following:-

(1) Original concept.
(2) Improving or altering a currently available genre.
(3) Strong graphical and musical attributes.
(4) Bringing a previously unavailable game style to the format.

If you can mix these ingredients - a rarity, then the game becomes a stronger & more attractive game. This not only helps when approaching a publisher but also will give you stronger sales in the long run.

Unity within the development team is vital and without it, your game will never be released. This I feel strongly about because it would be easy for any development team to split up over a disagreement. The only way to prove that your development team has this characteristic is simply to work with people for at least a year and see how things progress. As a team your going to have different views and different tasks, some harder than others. Making people feel rewarded, respected and paid fairly can only be learned through experience.

BE WISE!

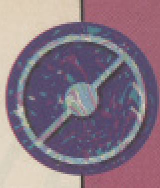
Lastly be aware of individuals, agents people you've never heard of contacting you. There's a 90% chance you're going to be conned and never see any money, advances, royalties etc. when your game is both in development and released (I'm not joking, I have recently been informed that a game that has just been released on the Amiga and has had no development cost or royalties paid out). So make sure you have money up front (the week you sign contracts) and contractual agreements pointing out clearly royalty rates or other means of payment. If they are not prepared to give money up front and clearly state the money/royalty situation once the game is released, forget the contract, you will make more money selling the game to another publisher or even doing it yourself through mail order etc. It doesn't matter how big or popular a publisher is, if there worth their salt they will discuss advance and final payments as normal procedure.

WHO WE ARE, WHAT WE DO, HOW OLD ARE WE.

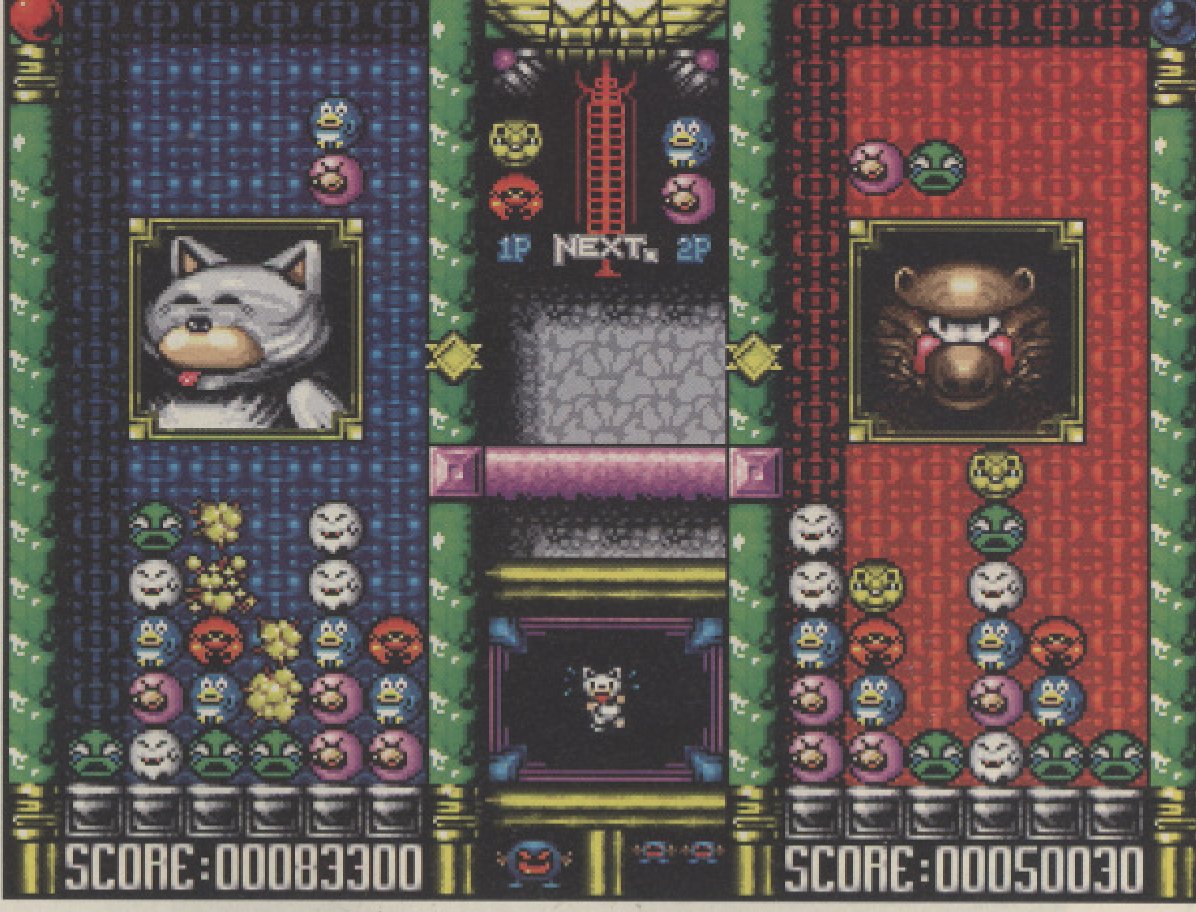
Binary Emotions consists (at present) of three directors (Clive Minnican (22) - Coding Director, Ian Jolly (24) - Graphics / Music Director, and Andrew Jolly (21) Design Director / Team Manager) and three employee's (Phil Boag-Butcher (22) - Disk Protection/Musician/Additional Bug Fixing, Ian Ford (18) - Musician, John Snelson (15) - Programmer).

WHAT WE DID





EMOTIONS



BEFORE.

Clive, Phill & Andy completed their computer science courses at Salisbury college, Ian Jolly worked in the Electronics industry, Ian Ford is studying computer science and John Snelson is completing his exam year at school.

HARD TIMES.

Signing up Speris was not as easy as we first thought. We first went to Daze Marketing as they offered twice as much royalties compared to the average publisher. Daze marketing eventually looked at Speris (We had to send it twice because it had got mixed up in the returns postage and they couldn't be bothered to fish it out, oh dear) and their reply was that they were only interested in strategy games on the P.C (they officially dumped the Amiga a month ago). Anyway, after their last publicity stunt in most Amiga Mags (almost naked!), we're glad we didn't sign up Speris Legacy with them.

Next was Kompart. They suggested we should go to an educational publisher. I (Andy) was most disgraced with their unproductive comment. Anyway Binary Emotion's next port of call was an educational publisher called Team 17 (thanks Kompart). I phoned Team 17 and asked for Martyn Brown, he was in America at time and was due back at Team 17 the following day. The next day, about 9am some day in February 1995, I was awoken by the phone. Surprise, surprise it was Martyn Brown. I tried to explain what Speris Legacy was all about, whilst half asleep.

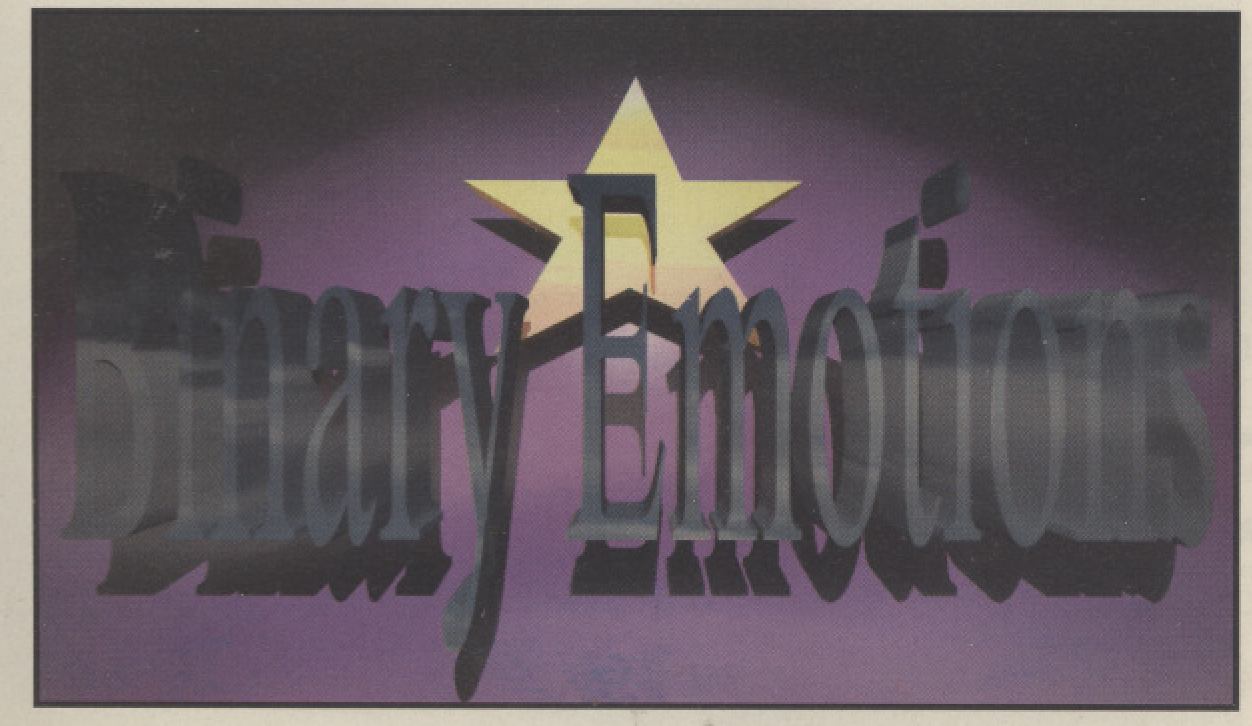
A Speris Legacy demo was uploaded to Team 17 shortly after the previous phone call and within the next hour Speris Legacy was signed up by Team 17.

GAME IDEAS.

There were many game ideas before Speris Legacy. They consisted of a one/two player penguin assault course game (similar to Combat School - an old 8 bit game), Pilot of Furry (yes furry), and Gaze of Malice - a massive platform arcade adventure game .

FUTURE RELEASES FOR THE AMIGA.

We are still committed to supplying the Amiga with quality games. If we have to sell our products through mail order, we will! Binary Emotions already have four future releases, Minskies Fur Balls (similar to Kirby's Avalanche), Nemesis Syndrome (Command & Conquer eat your heart out. More stats, more game, less irritating bits), a Doom perspective racing Kart game, and wait for it! Speris Legacy II.





GAMES

The 'Overall' score is not an average mark, oh no siree. We all sit down together and try decide what it should be, get bored and put any old crap in. (Hang on, that's not right)



Plop, poo, wee and generally not worth the plastic for the disks. And arse.



Why do companies insist on releasing stuff that scores this low. Shoot 'em, that's what I say!



Not bad, but then not that good either. How about the old cliché, 'average'?



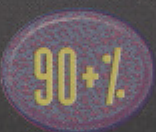
To call in a favour from another cliché pal of mine 'above average'.



Now this is more like it, plenty for your cash here, but those of lesser means might looks to...



...something of this standard. Really very good indeed, although still flawed enough to not score above...



...90%. The ultimate accolade. Any game scoring this high is well deserving of your cash.

EDITOR
TOBY GUNTON

ART DESIGNER
LEE BROWN

ADVERTSING MANAGER
CLARE GODDARD

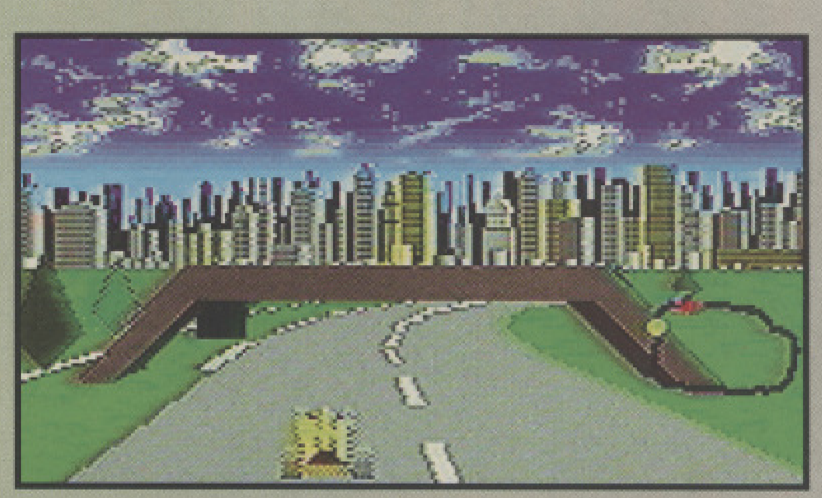
PUBLISHER
HUGH GOLLNER



LEADIN

What's all this then? Another driving game for you and your Amiga? Yes it certainly is, but how does it hold up against the rest?

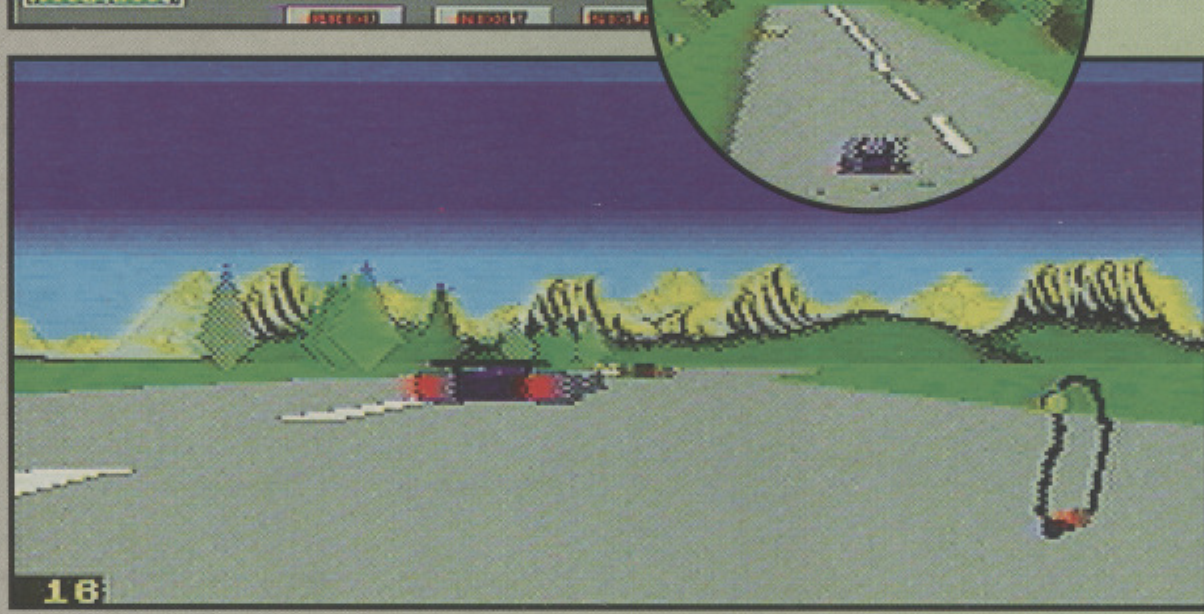
This seems to be the time of year for driving games. We've only just seen that rendered masterpiece Wheelspin and here we are again in the enviable position of Previewing yet another driving game. I am sitting here having just spent a seriously large part of the day playing Leading Lap with several of my colleagues. When we first saw it on the screen we were instantly impressed. here was yet another strange approach (graphically at least) To driving games. Wheelspin was quite incredible mainly due to its rendered graphics. It did however have several shortcomings. Remember though this si only a review and Kellion the developers are already after our feed back so that can do any changes that would improve the game. Bearing that in mind I'll continue . After our initial joy at

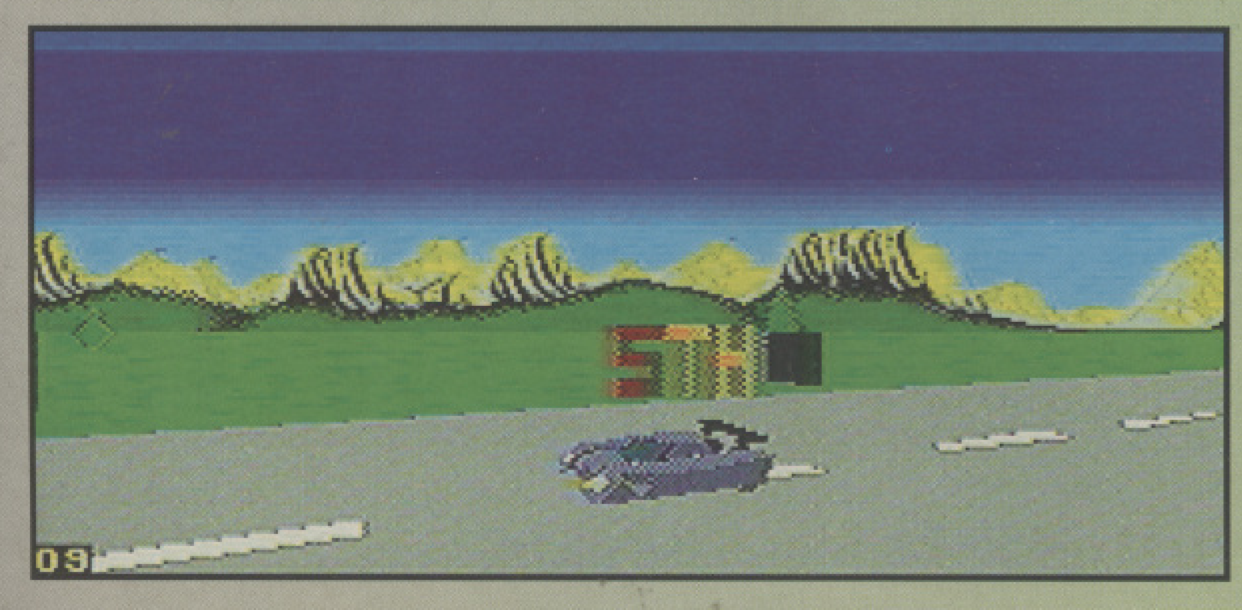




NG LAP

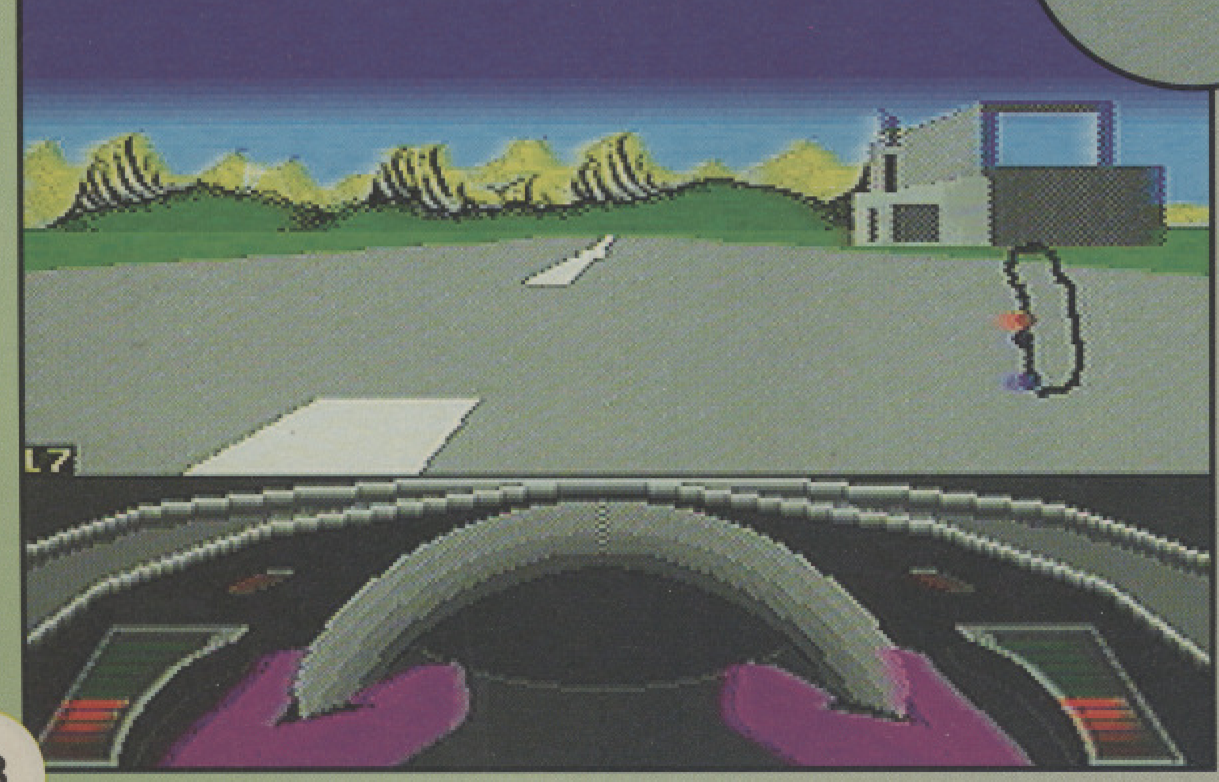
seeing this game, something we've been looking forward to for quite some time, we started to feel rather let down. I have to be honest, after a couple of unsuccessful laps from each of us several people walked away. Sure the polygon style graphics looked great from a distance but this really was not the greatest game we'd ever seen, changes would need to be made. It seemed to be far too polygon-like and rather jerky, this though is not the case if you have fast RAM which the game has been designed to make full use of. The steering was incredibly difficult to get used to and we were stuck looking at the track through the windscreen. Hold on though! Could it get better. Well I had the rather good idea of taking a look at the instructions, wow! You can actually change the view of the car. We soon started experimenting with the different views that you could use. There was the incar view and several above car views. The in car view eventually seemed actually to be the favourite view as it seems that you feel you have more control over the car and more particularly the steering. This in car view is actually the most impressive of the views. You sit there and look over your steering wheel which your hands appear to be gripping and when you turn you find that your steering wheel turns to the same degree. It actually looks really good! The other views are from above and behind the car and they are if you reckon you need to have a good view of the track ahead of you. Essentially this makes the game very like Virtua Racing, one of my all time favourite racing games, however this really does not match up on playability, well so far at least, having said that it will be possible to customise your car and character to make the game as playable as possible. With the use of an accelerator the game is much smoother and more playable but on a standard A1200 we weren't that impressed. Really we were possibly expecting far to much from this game as there's been quite a lot of hype about it, there you go, don't believe the hype! a good rule to bear in mind. Still it could improve before release so who knows?



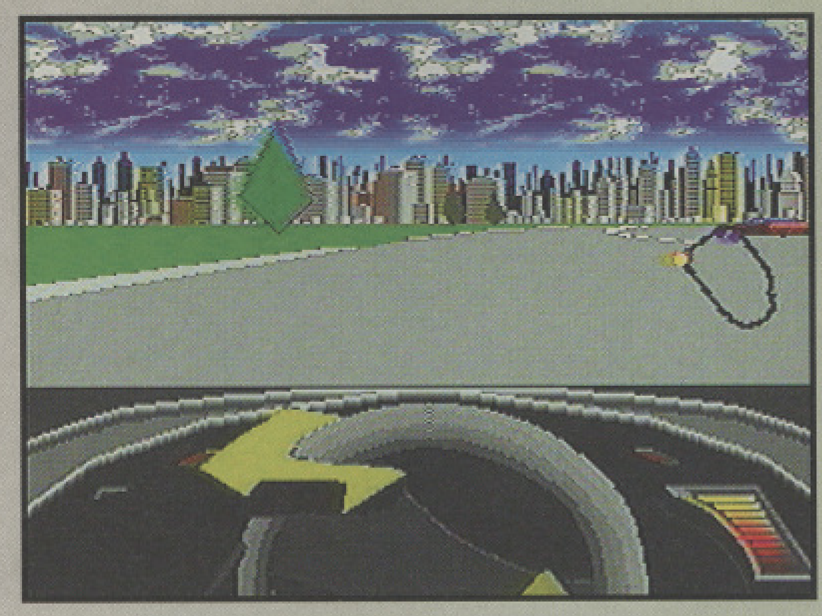


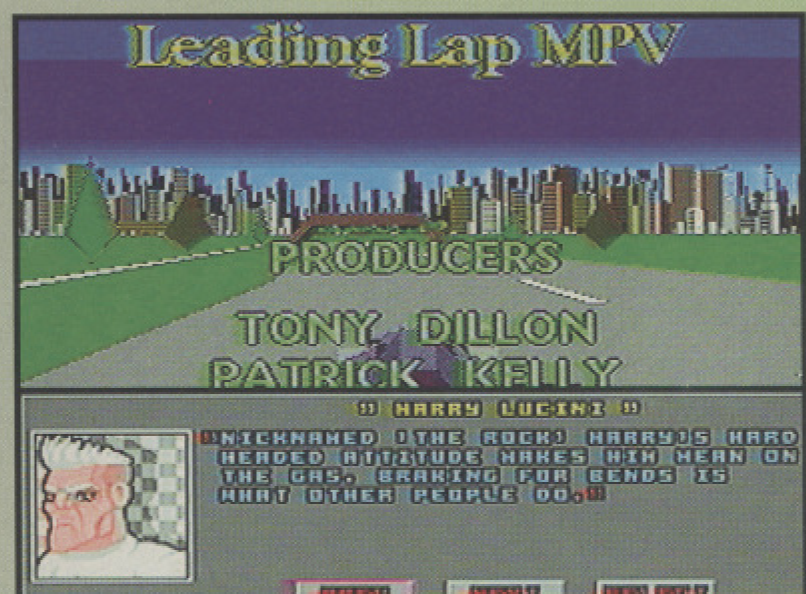
DETAIL LEVEL LOW MEDIUM HIGH
DISTANCE LEVEL LOW MEDIUM HIGH
INTERNAL MPU ON OFF
CLOUD GRAPHICS ON OFF EXIT

As we spent more time on the game we did get more impressed. After a while you pick up the general idea and you can actually get round corners with out wiping out. If you do get stuck you find that it can take a really long time to get back on course, this is a bug that will be ironed out, so watch out for those curves that tighten up on you unexpectedly, and believe me some of them really do. One of us actually started coming first on a fairly regular basis so obviously there is a knack to it. Unfortunately I seemed to spend most of my time coming fifth, not an ideal position. The races seem to be ten laps which is a good length. It means that you can crash once or twice and still manage to end up with a podium finish, as long as you have the knack of it. What we didn't like about the general driving was the fact that you could actually spin out reasonably easily yet you had no real warning of what was about to happen. If you take a corner really fast and hit full lock you get a bit of screeching but what you don't really get is any feel of the back end coming out or any other feeling that you might actually be losing control, again these are things that will be sorted out. What I suppose this game tries to be is a serious racing game where you are in the cockpit and you get the real feeling of driving unlike games like wheelspin where you look at a track from one direction and drive what is essentially a sprite around a course, however if this is the case then this game has so far failed to achieve what it sets out to do. There is no real feeling of driving. Even when you get off line, something that is very easy to do, and you hit one of the two dimen-









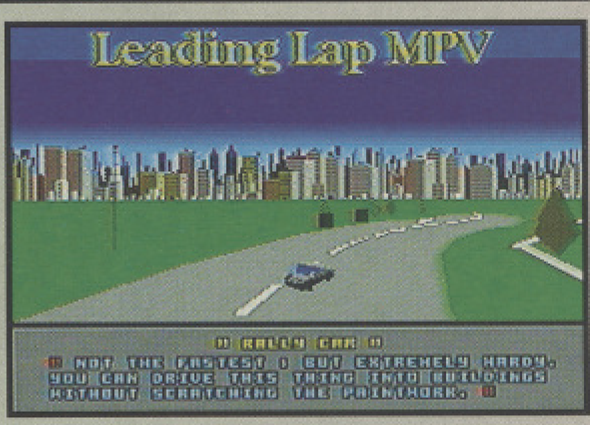
sional trees it takes you a few seconds to actually realise that you have actually hit something and have bounced back a few feet. There is no real crunch or visual evidence to show you what has happened. One really nice touch, and something that we were instantly impressed with was the fact that the music for the opening scenes was so dam good! It really was very good indeed but unfortunately the music ends the moment the game starts. Well I suppose you're meant to listen to the sound of the

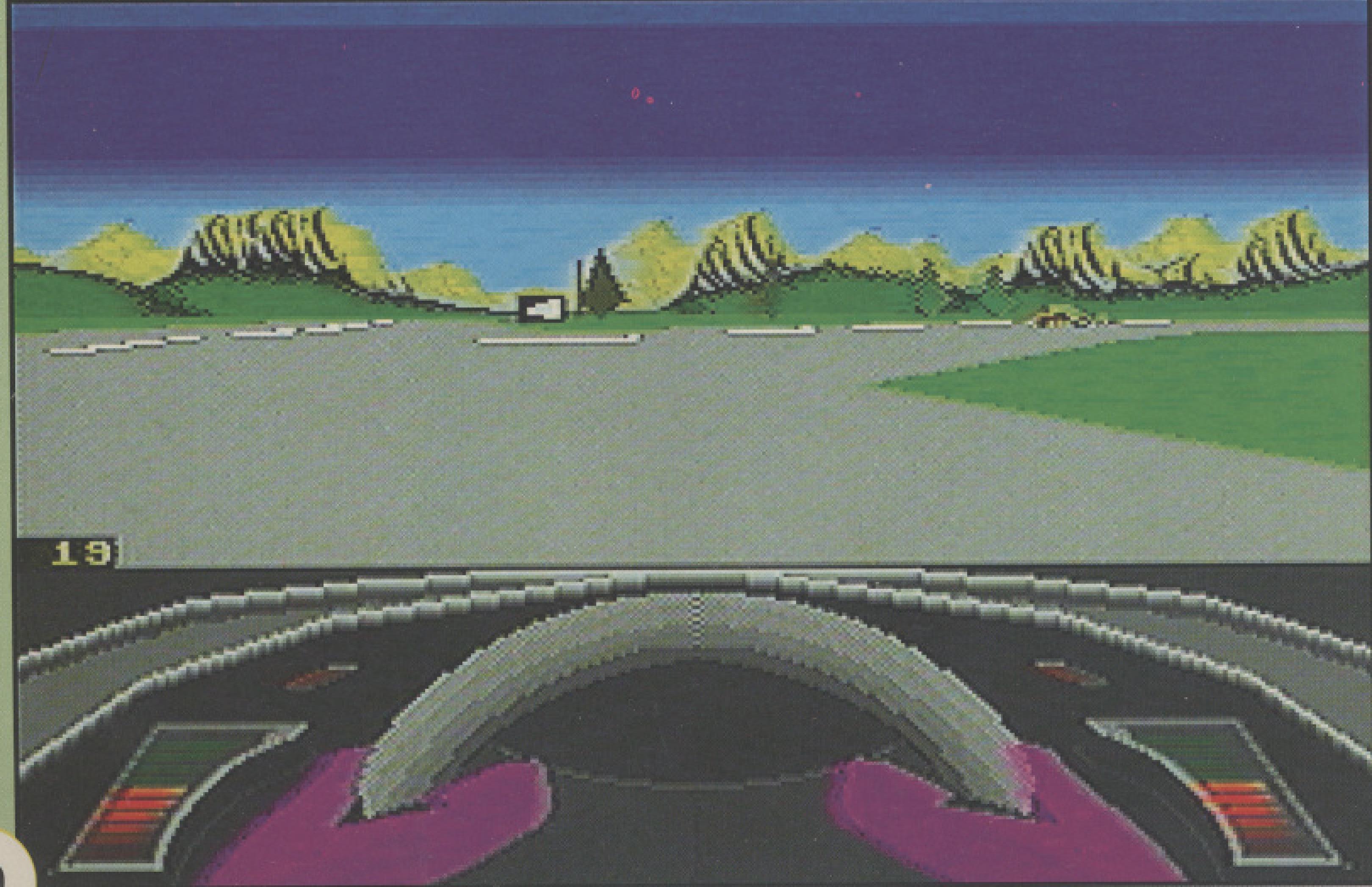




engine and screeching tyres, but in my opinion these are not nearly as good as the music at the start of the game.

One of the big selling points of this game is MPV. This is where the drivers head turns when you turn the wheel so that your view turns. Also there is the option of all these views, this is very impressive as not an awful lot of games can actually offer you this facility. Another facility that means that you can view all the other cars on the track as they speed their way round the track. You can also view yourself from the trackside cameras and even try to drive using this facility, however I don't advise it because it's not all that easy, in fact it's dam hard. Having said that it is all really impressive. Not a lot of games can offer you such options, still at the end of the day it just doesn't seem as impressive in terms of game play as a load of other racing games. The closest thing to it on the Amiga that I could lay my hands on is Microprose Formula One. This is now a very old game but I dug deep to get a copy out. The first time that I played it was on the dreaded PC and this game on its own was almost enough to convince me to purchase one. The Amiga conversion is also dead good. Here is a game with similar graphic qualities with a whole load of courses and a whole load of options. To start with you have a simple automatic car that also has automatic breaking and you are even supplied with a line to follow. This is invaluable because it









gives you a chance to get to grips with the way that the car handles and the way that the courses go before you leap into manual cars with no auto breaks. Then you have full championship races with practice sessions, qualifying and full races. Here is a game that is imminently more playable and yet a lot lot older. Well for all its bad points Leading Lap also has a load of good points in the fact that it has all the view options, oh and a great intro tune!

Well what can I say. This is at first glance a great game. Then you actually start to play it. The graphics though interesting tend to be very jumpy, the car control is not to our liking though I'm sure enough practice would eventually give you some good results, and of course the bugs will probably be ironed out. What really is outstanding about this game is the plethora of options that you have when it comes to viewing different parts of the track and cars. There is the in cockpit driving mode and several others that are set behind and above the car that you are racing in. There is also the option to watch other cars whilst they race and view the race from trackside cameras. This is impressive! Also there are five different drivers to choose from all of whom are different. There are also three different vehicles to race with, Formula one, Endurance and rally cars. All this does of course add to the game. Fifteen different tracks also helps just a bit, there are tracks through the countryside, cities and even a Siberian Prison complex! All this sounds really good and there is three different viewing distances, three different detail levels and loads of other options to try and get the game running as fast as possible on whatever machine you have, well, it really starts to sound good. But unfortunately this is not the case. I'm not saying it's terrible but this is not the best driving game any of us here at the One have seen. The controls are very hard to get used to and the graphics are very jerky. This game has tried to hard with all it's flash options like the MPV and the view options and unfortunately the actual gameplay and presentation have yet to be fully sorted out. When we get a final copy we will give it the full review treatment, so until then!



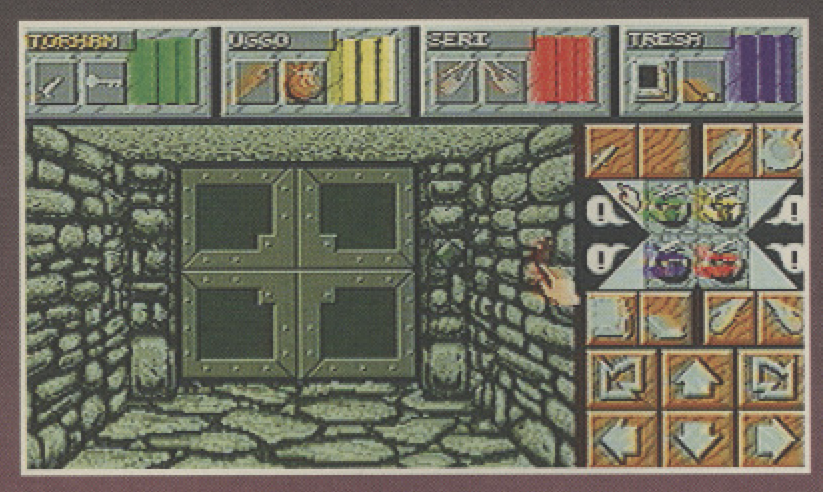
REVIEW

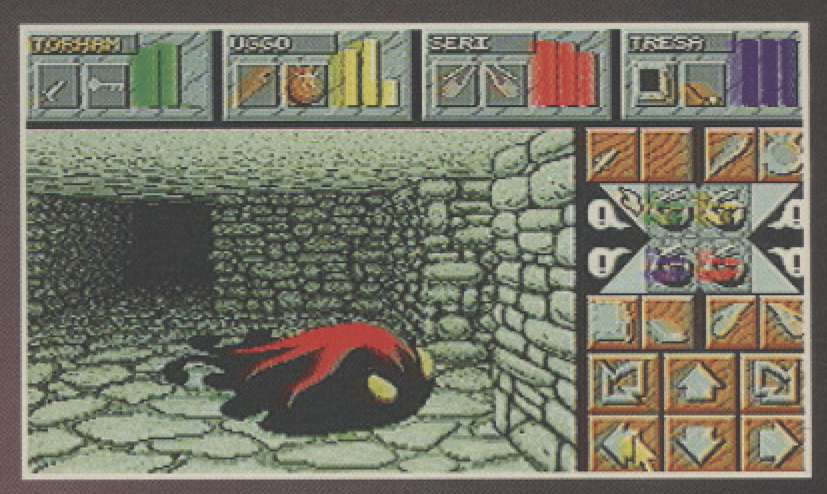
Dungeon Master II

The Legend of Skullkeep

This is one of the finest adventure games ever, even with it's minor drawbacks. Why's it so good? Read on and you shall see!



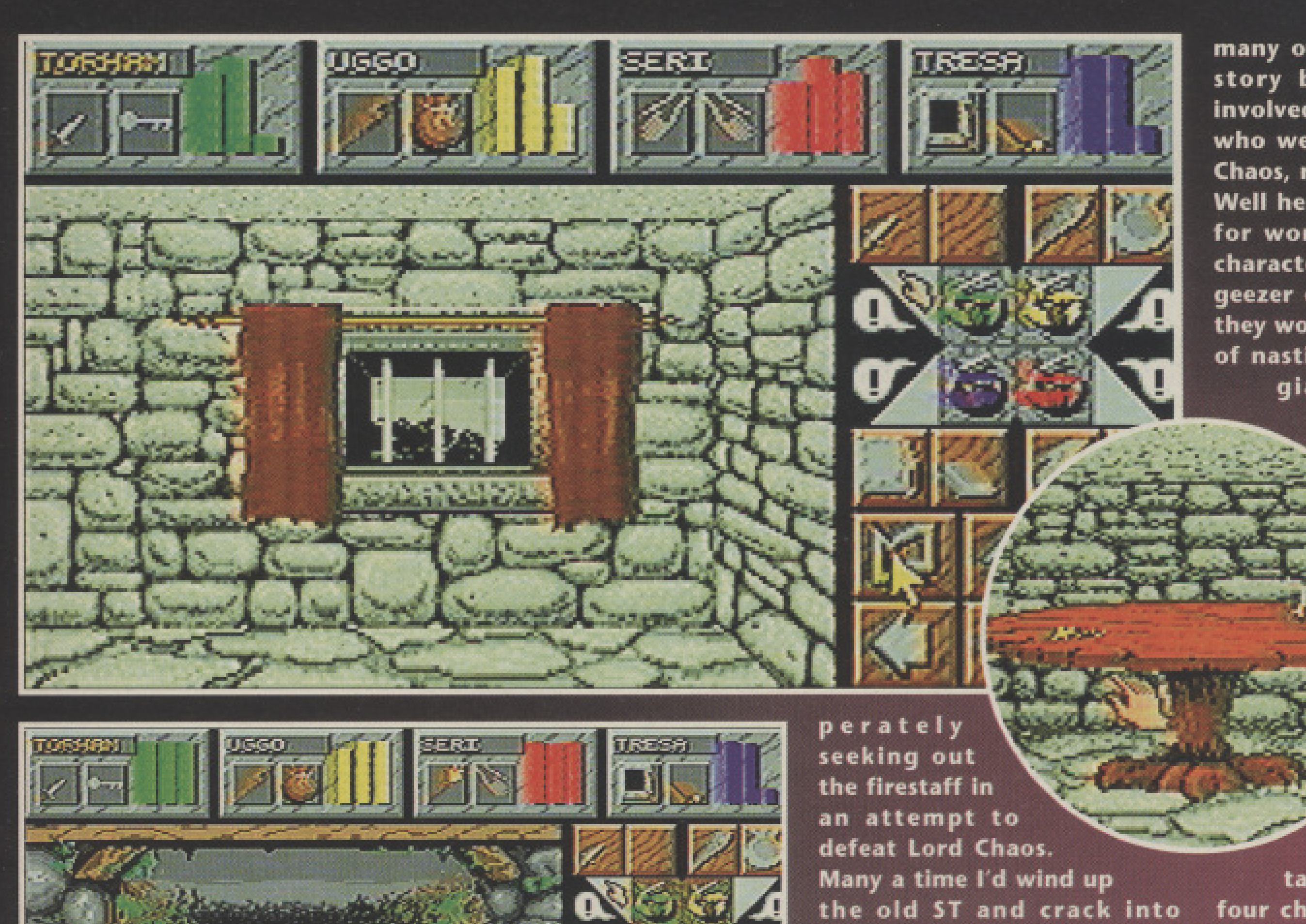




When I was a wee lad standing knee high to a grass hopper I spent much of my time in a world of my own, worlds that I often invented that were full of hobgoblins, wizards and beautiful princesses crying out for me to save them. My back garden wasn't all that big but it contained a huge magical kingdom where I alone stood against the forces of evil, except of course when my friends came round and I had some help in fighting these forces of evil. Well the Amiga's not all that big rather like my back garden but it can also contain a magical world for you to discover. Sounds a bit poncy doesn't it, but this is a game that you will find yourself getting really involved with. When I got to school I joined, as I'm sure many others did, The Dungeons And Dragons society. Our games were never ending and we all got very very involved in what powers we had and how we were going to use them! Eventually I grew out of all this nonsense, well that's a lie really because you never grow out of something that good. Dungeons and Dragons became something of a hit and gained a bit of a cult following. This happens to all the finest thing and then peo-





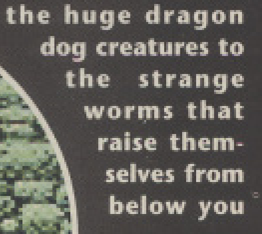


ple come along and realise what a good thing they really are and start using the ideas in different formats. Who for instance remembers the Dungeons and Dragons cartoon. Not one of my personal favourites but evidence enough of the growing popularity of Dungeons and Dragons. Well then came the computer games some were good and some were not. One however stood out head and shoulders above the rest. That was of course Dungeon master on the Atari ST, now that really is a dying machine! This game captured the imagination of thousands and became an instant hit with ST owners the length and breadth of the land. Thousands, possibly millions of man hours were spent wandering around those three dimensional dungeons whilst desperately seeking out the firestaff in an attempt to defeat Lord Chaos. Many a time I'd wind up the old ST and crack into another level of death, destruction, magic and adventure, long after I was meant to be fast asleep. What a briliant game this was, blimey sitting here writing this really takes me back a bit. The original game shocked a nation with it's amazingly engrossing gameplay, Dungeon master was the best game on the ST by miles and miles, well I reckon so, and so do many of my mates. Well the story behind the original involved a rather nasty chap who went by the name Lord Chaos, really not a nice bloke! Well he had one or two plans for world domination. Four characters set of to sort this geezer out and on there way they would encounter all sorts of nasties like skeletons and giant dragons and all sorts of stuff like that. All the members of this little team had more facts and figures to them than you could possibly cope with, but cope you did , for it was incredibly important to keep all of your four characters well fed and watered to maintain their health and stamina levels as well as there magic powers. also just to confuse you even further there were all sorts of powers that you had to learn along the way. Ninja powers and Wizard skills all came into it and all were dead important. Each of the characters was good at one thing or another, magicians are ace at magic, funnily enough, there are also those who are generally good at kicking the hell out of any nasty creatures that you may come across, and then there are those who are good healers. Then there were the puzzles that needed solving, these were the tricky part that you needed patience to overcome. Dungeon Master 2 ,the legend of Skullkeep has all this and more. The original





game was a classic so this can't really be because it's a sequel. It is however even better than the original, and a lot better than Chaos Strikes Back that was a sort of sequel that never really hit home like the original. The story behind this game involves the Zo machine which can open a portal to other worlds. Not bad, eh? Well with the use of this machine you can travel into the void and defeat the evil Dragoth. The game starts with you in familiar surroundings. You are in some caves and there are several machines strewn around. These are machines that keep people in suspended animation. You can choose your team of four from these machines and revive them to come with you on your perilous quest into the unknown. After this you emerge into a sort of forest. You are actually outside! Does this not sound quite as atmospheric as the dungeons that are the games main scenery? Well it is, because it's dark and it's raining rather hard, and just to top it off there's thunder and lightening. You have to find keys to get you into Skullkeep and this requires plenty of searching! You will find yourself going below ground again to search out all that you need. There are many fearsome creatures from the huge dragon dog creatures to the strange worms that raise themselves from below you





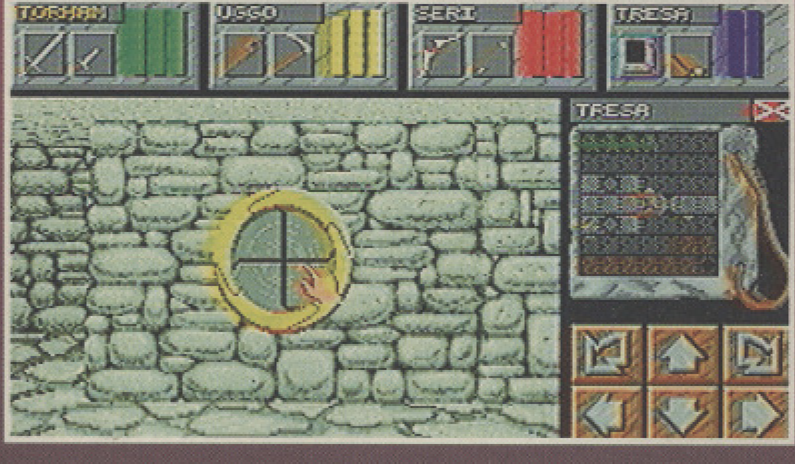
DUNGEON MASTER II



to try and destroy you. There are also slug type things that can be a real pain in the arse. Bats also appear when you are below ground and they are tricky so and so's. Luckily there are all sorts of shops around where you can purchase food, weapons, armour and even spells. So with a bit of luck and some good judgement you should actually make it to Skull Keep! When you get there you will find that it is divided up. Here you must repair the Zo machine and then travel to destroy some evil meglomaniac or another.

The game is simply superb and it will really draw you in. Each character has an inventory that shows you how much food and water they have, what they are wearing (you can always upgrade clothes and armour at the shops where you sell your old stuff too!) what they are carrying interms of potions, food and anything else that you can imagine. Excellent or what? There is also a screen that allows you to select a weapon and then use it, and also select a spell and use them aswell. This is a fantastic!







THE VERDICT

This is a game that has more atmosphere than you can wave a stick at. It's a sort of first person perspective adventure game that will draw you in like never before. We are all genuinely impressed with this game and we think that you will be to. The only problem with the game concerns the movement of the characters. On the ST version of the original you would go from one location to anther and it would simply flick. Between then and now of course, we have had Doom and it's many pretenders, so to try and add more smoothness on Dungeon Master 2 the game produces a screen between the screen where you are and the screen you're going to, which is made by way of morphing the two screens together. The effect is very disconcerting to existing Dungeon Master players, as it makes you think you gone too far forwards, and the qaulity of the morphed screen is very low compared to the actual screens. It simply isn't as good as any of the Doom clones that there are around at the moment. Of course the Doom clones around on the Amiga have absolutely nowhere near the depth of play that Dungeon Master 2 provides, and you will still find yourself getting really drawn into the game and this strange world in which it is set. I implore you to go out and get this game as you'll love it more than anything that you've ever seen before, well maybe! The sound is totally amazing helping to create a stunning overall effect. It is 3D sound that really does simulate distance and direction. The visual effects to are pretty good though the graphics are not as good as the overall package. All in all an exellent game well worthy of its high scores!

A1200

Publisher : Interplay
Developer : In House

£34.99 End October

Hard Disk Installable

Mouse

Memory 2MB | Disks 6

GRAPHICS 83%

SOUND 92%

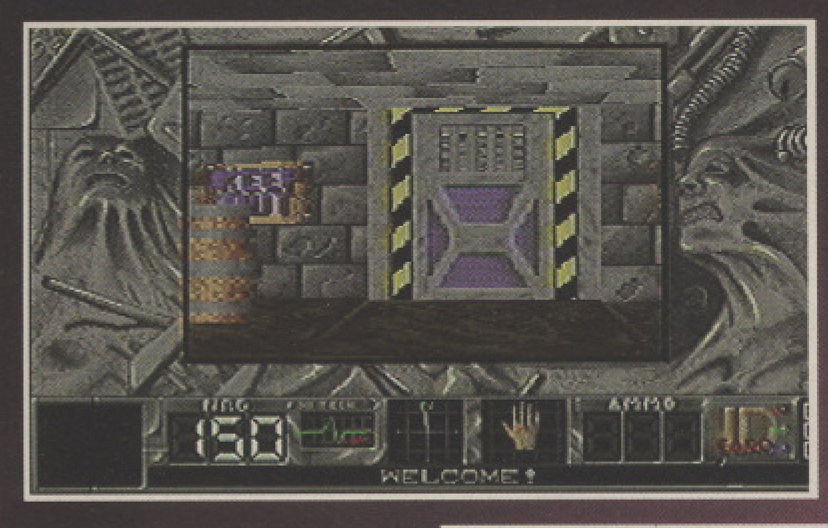
PLAYABILITY 95%

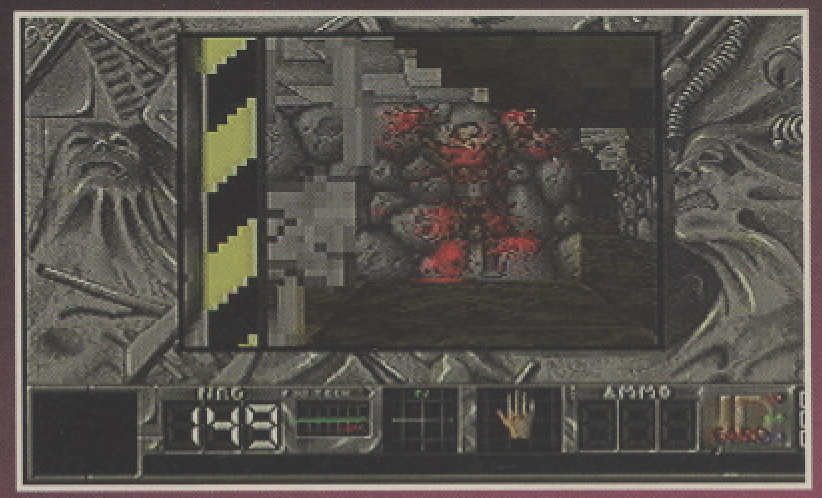
LASTABILITY 96%

OVERALL 93%

CD32 — No, no, no, no and no! You have diddly squat chance of any CD version. Probably.

A500 / 600 — Why are you even looking here you sad A500 owners? Upgrade! Upgrade!





Here we are with another game from Black Legend. This is a 'Doom' style game that'll run on your A500.mmm that's pretty impressive. You will find though that this game is a bit more taxing in the 'how the hell do I get to the next level...?' department. Not quite so much senseless violence but loads of using your grey matter, hey fear not there's also enough senseless violence to really keep the crimson stuff flowing, hey there's even stuff that looks strangely like dead bloody bodies tacked up allover the walls. You can't get much better than that... can you?

Well



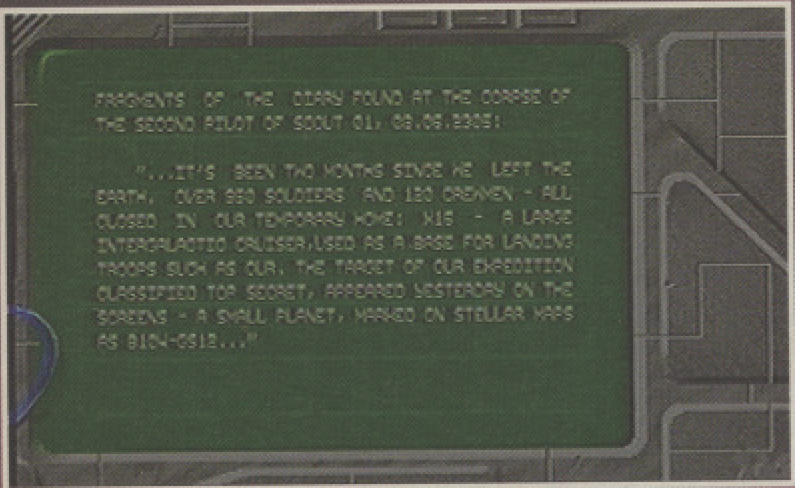
Somewhere in the distant future..... at the edge of the universe lies the.......

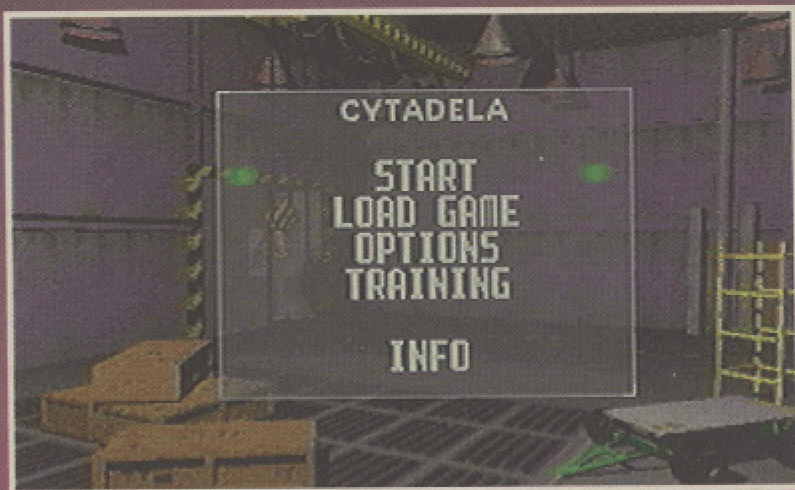
CI



what's the story then? There's always some totally nutty story behind these games so let's see if this little number can stand up to the rest. 2302, that's the date, well the year anyway. What I want to know is what's wrong with 2301, or for that matter 2303, dunno? but it seems that 2302 is the year and an important one at that. It seems that good old space travel has come a long way since the days of sending dogs into orbit and apollo ships going wrong. Now the earth lies at the centre of some kind of interplanetary sort of type thingy , and well that's not all, there are things called bridgeheads that are at the

ITADEL

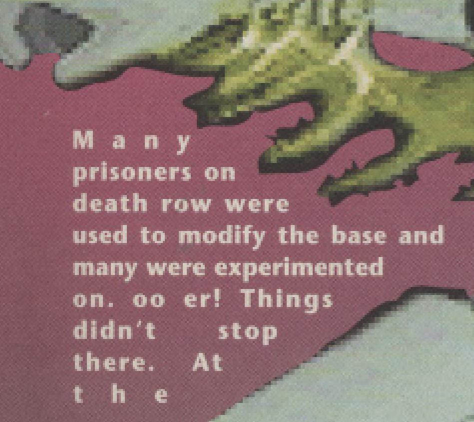




outside edges of this interplanetary sort of type thingy. Well here's where things start to get good, Issac eat your heart out. One of these bridgeheads, a small planet called B104-GS12 had a military base that lost all significance. Well these things happen! Well after this it became a trans-shipping station for fuel to fill up ships heading across the galaxy. Well this ,it seems, didn't last to long either. Soon this out of the way planet became a high security penal colony. Two years after this the colony was closed as there was reports that the planet was in the direct

path of a huge meteor storm. This it seems was a fabrication created by the Military Galaxy council. Six months later, shrouded in secrecy the base started to be expanded as transporters arrived. It was being turned into a huge and top secret complex to research biological and genetic weaponry, all totally illegal of course.

Many prisoners on death row were used to modify the base and many were experimented on. oo er! Things didn't stop there. At the start of 2305 all communication between B104-GS12 (known to many as, yes you guessed, Citadel) and Earth stopped without any apparent reason. A decision was made as they have to be at times like this. It was decided that a special landing force should be sent to investigate, da da da...! Guess what? You're on this ship. It's a destroyer class space ship called X16. It has a crew of nine hundred and fifty and they are only briefed on what is going on after the ship has left for Citadel. When the ship arrives all the radios go down.



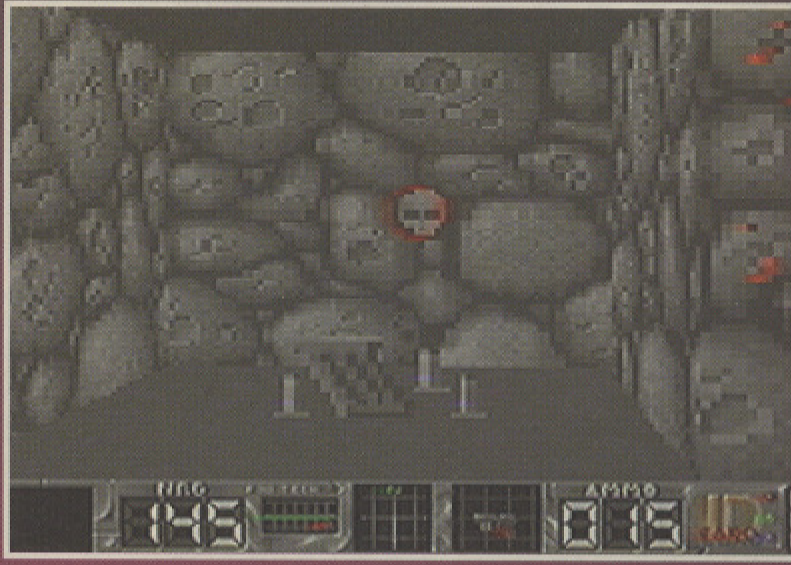
Being rather wary of what may lay in store for them a scout ship is sent down with you and a co pilot. Suddenly a missile is launched from the Citadel and totally destroys X16. In the shock wave your ship is damaged and crash lands killing the pilot. Here you are miles from home and all alone. ! Now it's all up to you!

Not a bad story, but at the end of the day it's just another way to put one person in a maze where you have to destroy anything that moves. It's your standard Doom style game and there's a few of them around what with Fears and Gloom, obviously this is the Haute Couture of The Amiga at the moment. What is special about this game though is the fact that it runs on the A500, well actually it runs on just about every Amiga.

The game is saveable and you can start from where you finished last time. You can also select the level of difficulty that you want. There is Big and Small. The game is set so that when you start it normally it is set to the higher level so you loose energy when you bump into walls though this is one of the last things that will be changed, and suchlikes, on the lower level of difficulty you don't get this and there are less enemies who are all less aggressive. The weapons are also more 'resistant'? The window that you view the game through can also be changed in size. There are five settings and depending on how small the window is you will have a different level of smoothness and speed. Also you can decide how much detail you want for the game.



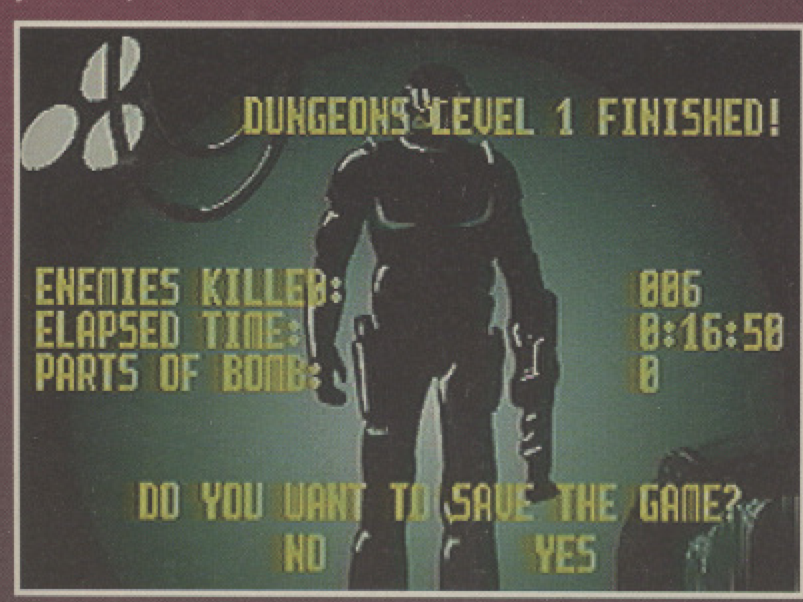




There are three settings. You can also turn the floors and ceilings on and off. All of these options allow you to make the game faster or slower. They have a huge impact. There is also a practice mode to the game that will allow you to have a crack at the game and get used to the world that your about to enter. This is surprisingly useful.

The Citadel is divided up in to eight complexes. They are apparently 'huge'. These complexes are the basement, the power station, the stores, the hangar, the drains, the prison, the laboratories and a centre area. The aim of the game is to destroy the whole Citadel and then to escape. To achieve this task you must collect six parts to the big bomb that'll totally do the job of Citadel destruction for you! The parts are hidden in the game and you will find one part in each complex apart from the basement and the centre complex.

The game screen itself is dominated with the three dimensional gamely area, (the view you have) The size of this can be changed within the outer border . Also there is also a control panel that tells you several things. Firstly there is a section that shows how many parts of the bomb you have. Secondly there is a metre showing how much energy you have left. There is also a graph which shows your heart rate and this changes depending on how tired you are. There is a direction compass so you don't get totally lost and a window showing you what sort of Weapon you have. Also a counter shows you how much ammo you have, a window showing what magnetic cards you have and a dialogue window that runs along the bottom of the panel. The guns you can collect (you start with no weapon) include a pistol, a rifle, a machine-gun, a flame thrower ,a blaster and a rocket launcher. Plenty of fire power! It's also possible to pick up all sorts of stuff like first aid kits, Beer! and of course bits of the bomb. There is also of course a map to be used to work out where you are.



THE VERDICT

I really like this game. For some reason I found it a great deal easier to get into than the other Doom clones that have come out recently for the Amiga. Sure it isn't totally smooth especially on the A500 but it's not to bad! And besides none of the other games of the same Genre that I've seen have been smooth, not even close. This is a very playable game that will keep you entertained for some time. If you are an A500 owner then this really is a must. It's completely superb for a machine that is now looking a little tired. The lay out is good and on an A1200 even with the screen on full size you will find that if you turn down the detail it runs smoothly enough to be very playable. Removing the detail does not really effect the game at all as it doesn't really make to much difference to the way the screen looks. The weapons are not to easy to find which actually makes things rather challenging. If you bump into one of the creatures without a weapon then you won't last very long at all. It took me several goes to work out where to get a gun from and then I found that it was useless as I had no ammo. Eventually I caught on. You have to pick up some ammo first and then get the gun, hey presto! Some form of defence from the mad monsters that are everywhere. after this you start to find plenty of ammo if you keep your eyes open. The whole game has something that to many games seem to lack at the moment, playability, and loads of it! This is a game that I really like, if you haven't guessed. The sound and graphics are pretty good and altogether I'm going to give it ace scores!

A500 / 600

Publisher : Black Legend
Developer :Arrakis

£29.99 Out Now

Not H/Disk Installable

Joystick

Memory 1MB | Disks 5

GRAPHICS 83%

SOUND 79%

PLAYABILITY 87%

LASTABILITY 92%

OVERALL 87%

A1200	This A500 version runs mucn more smoothly on the A1200, so thats great!
CD32	No plans for a CD32 version, and with Gloom CD32 coming, I wouldn't expect to.



AMIGA PINBALL MANIA

What was this game called again? Oh, hang on, what's that rather large and spanky bit of writing say up above? Yeah, Pinball Mania, that's it.

It's that time of year again when those lovely cuddly folks down at 21st Century unleash yet another pinball game into the Amiga world. Their first game was the phenomenally successful Pinball Dreams. After making a ruck load of cash they decided to licence another game by they same developers which was called Pinball Fantasies. Another storming success led to much more dosh being made and many beers were bought.

A few months later the folks at 21st Century decided not to rest on their laurels, or indeed on other things too, and lo and behold, Pinball Illusions was born, which is probably the finest computer pinball simulation ever.

Some time has passed since the release of this classic game and as you can imagine the 21st Century boys were eager to keep the Amiga market alive by releasing more quality titles. Imagine if you will a typical conversation at one of their board meetings.

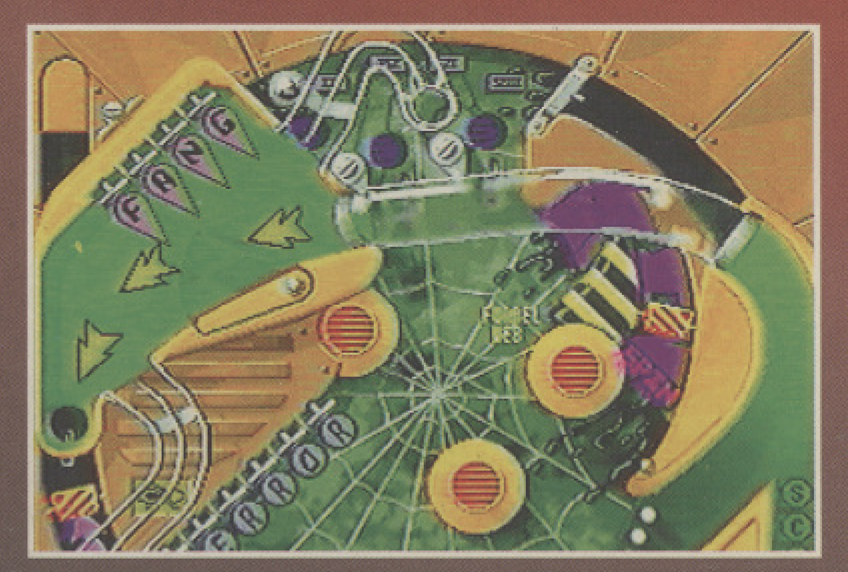
"Right lads, we've had incredible success with all our pinny games. Let's do something completely off the wall and release a completely original game to boost the Amiga market.".

"What, you mean something other than a pinball game?"

"Yes, something with revolutionary graphics, superlative gameplay and earblowing sound.".

"But where will the shiny balls fit in?"

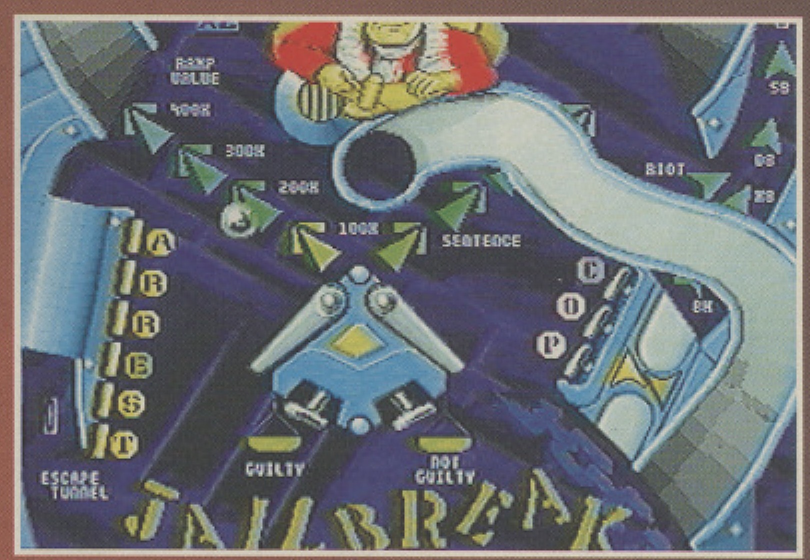
"They won't, it's going to be something completely new unlike anything ever seen before! A visionary title that will pave the way for the future of video games"









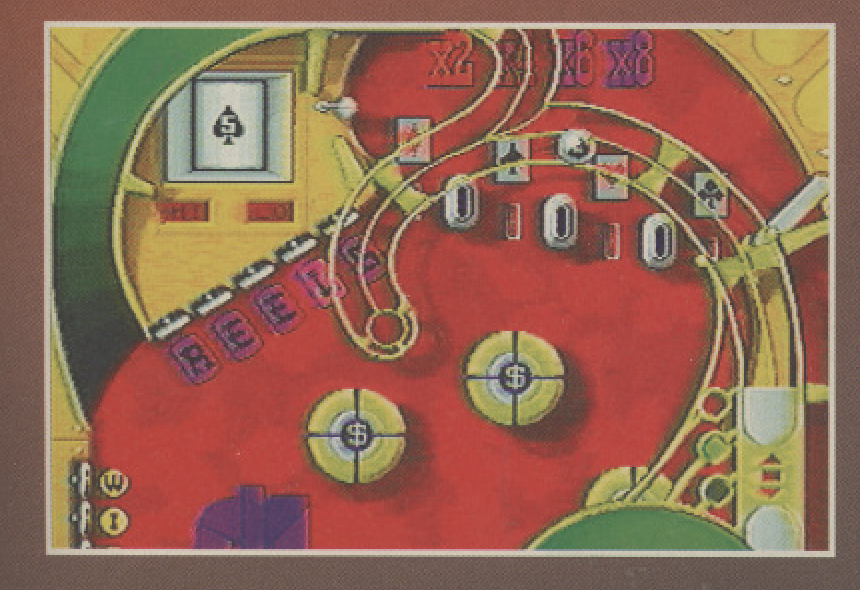




"Sounds great! Will it have a multiball feature?"
"Look, it's not going to have anything to do with balls, tables, flippers, bumpers or anything like that. We are going to release a game that will be completely original in every way, so there"
"Yes, but alternatively we could always release another pinball game instead"
"Oh all right then. Let's go to the boozer".
And so the decision was made to licence Pinball Mania from Spidersoft. "Who?" I hear you cry. Yes folks, instead of getting their games from their usual programming stable Pinball Mania is being brought to you by a different programming team.

The game itself features four separate tables, each of which has its own unique style. The first table is called Tarantula and is set in a strange Arachnid world. The centre piece of the table is a gigantic web, upon which sits a spider with massive fangs. This is a fairly standard table with four flippers, two levels of play and many spinners and bumpers. By hitting all the drop targets and lighting all the lights, especially those between the spider's legs, millions of points can be awarded. When words such as FANG, TERROR, and TARANTULA are spelled out completely hundreds of thousands of words are given away.

One neat feature of this table is the 'Feed Me' ball trap. Hitting three spider lights activates this trap, and if the ball is lost down the left side of the table it will fall straight into the spider's mouth. After chewing on it for a bit it will spit the ball back into play. OK so the kickback feature has been



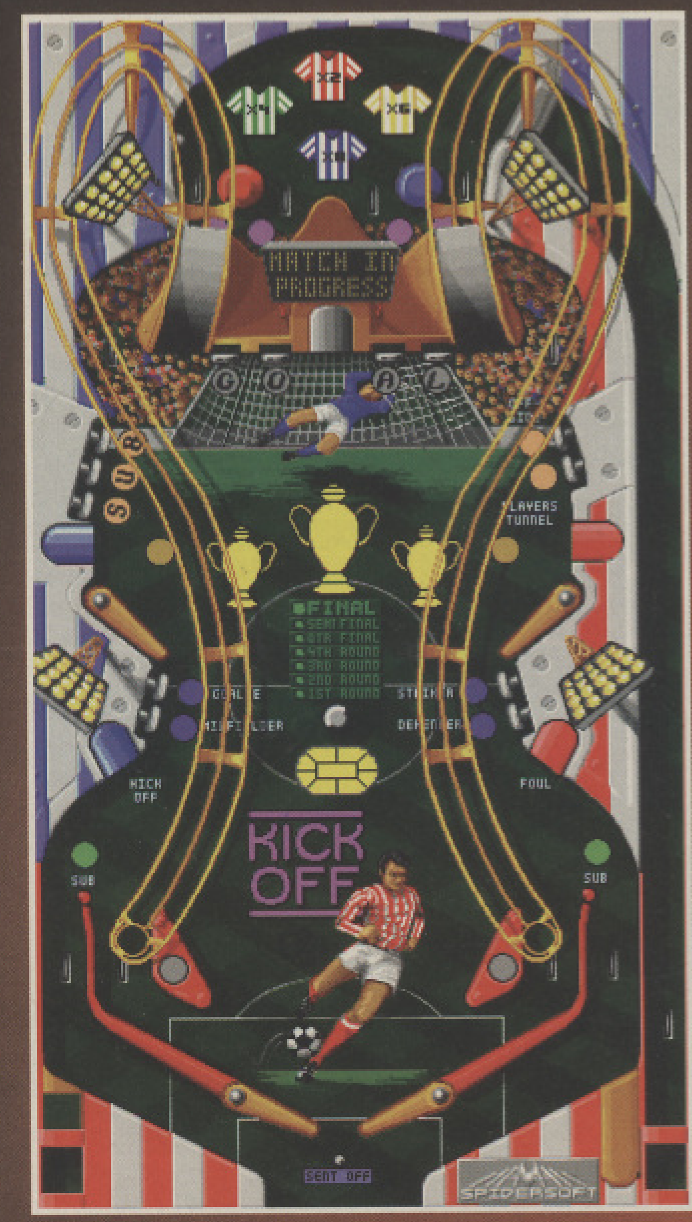
around for a few years now but it's never been as novel as this!

The second table of the four is called Jailbreak. Here all the action takes place in a court of law. A judge watches over the proceedings. First of all you have to spell ARREST to arrest a suspect. Anyone will do. They're all guilty if you ask me.

When you've got someone in custody it's time to decide whether they're off to the big house or not, and I don't mean Blur's Country House either. Much better than Roll With It if you ask me but you didn't so I'll shut up.

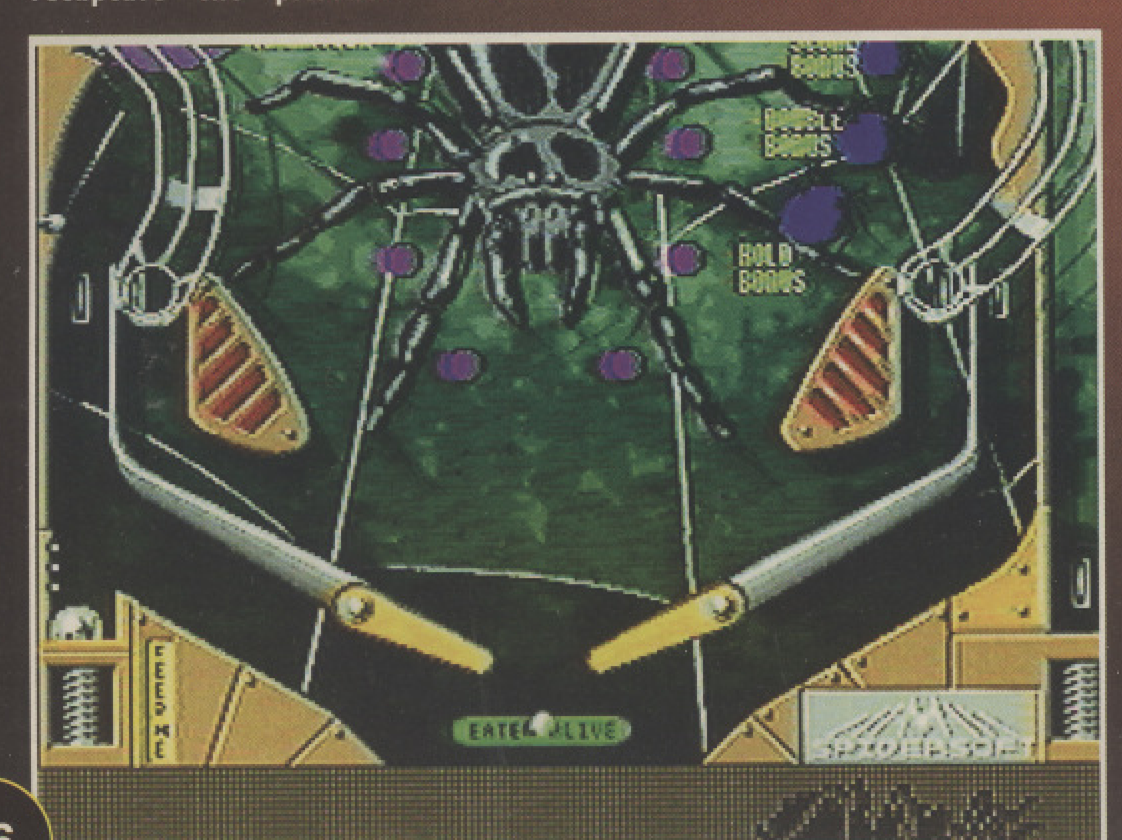
Yes, well, back to the plot. Verdicts are decided by hitting one of two buttons positioned in the centre of the table. I guess they used the same system in the O.J. case. If the perp is found guilty then it's time for the Judge to do his stuff and pass sentence. This is done by shooting the ball clockwise around the ramp at the top of the table. They might get two years or they might get life. Who knows? Send them down for as long as possible.

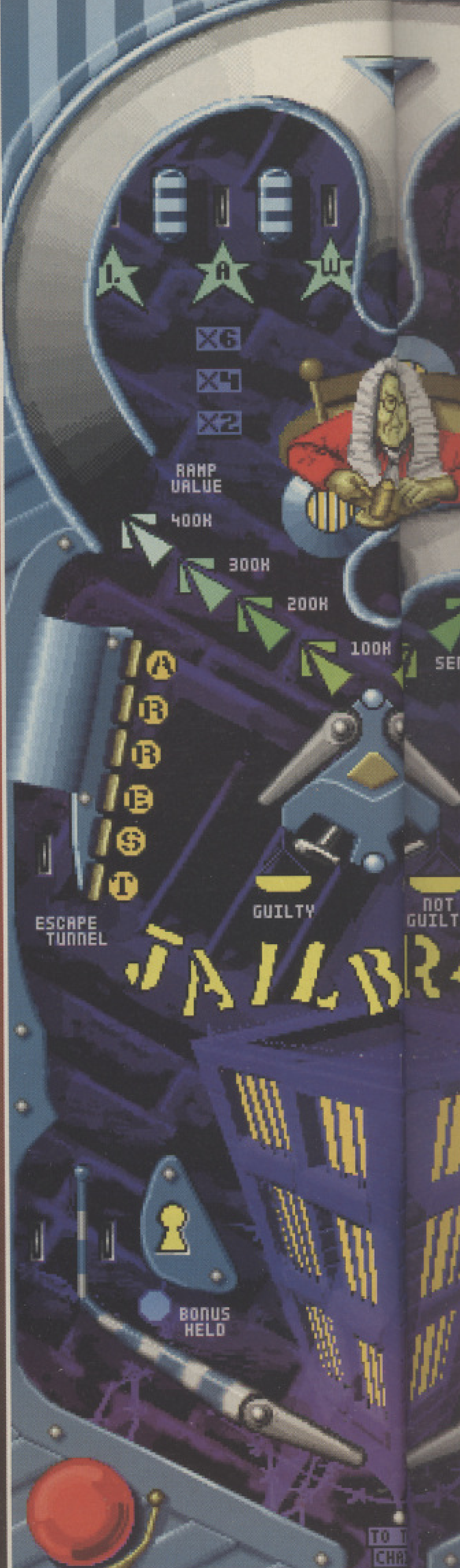
Now this flagrant disregard for justice could upset some people, especially the innocent folks who get caught. Needless to say, just like any good prison movie, the inmates will eventually try to escape, or even riot. Spell out GUARD to quosh the riot or recapture the prisoner.



(Above) If it isn't the Kick Off table, and guess what? It's all based around that 'funny old game', football. Who wrote these appalling captions? My guess, a certain Mr. Lloyd.

(Right) ...and as if the full iink of the football table was not enough, we deliver you the full link of the Jailbreak table. (In actual fact the table links were supplied to us by 21st Century, thanks for saving us loads of work!)



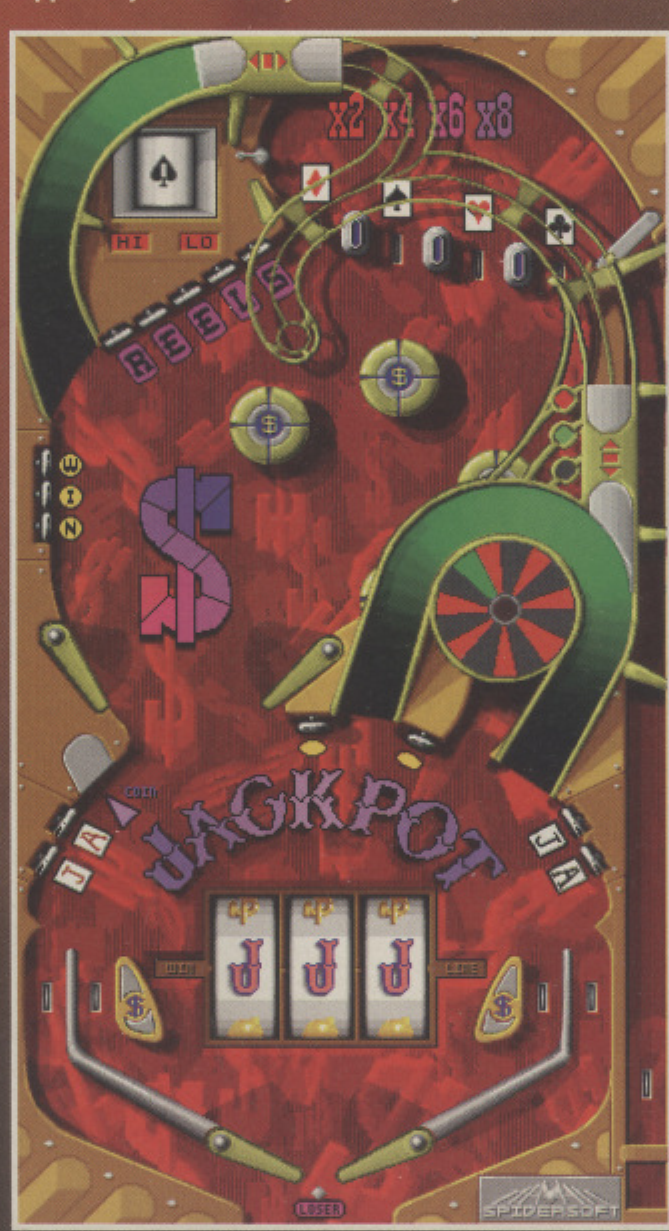






(Above) Well to prove that we don't just print screenshots sent into us by software houses and that we actually play the games, here is an in house shot of the Tarantula table. Of course, I'm just the caption boy, so I don't actually know what's going on, but so what eh? Enjoy!

(Below) ...and to prove we make sure we do print all available 'work-free' shots, the final table link kindly supplied by 21st Century. We must buy them a drink!

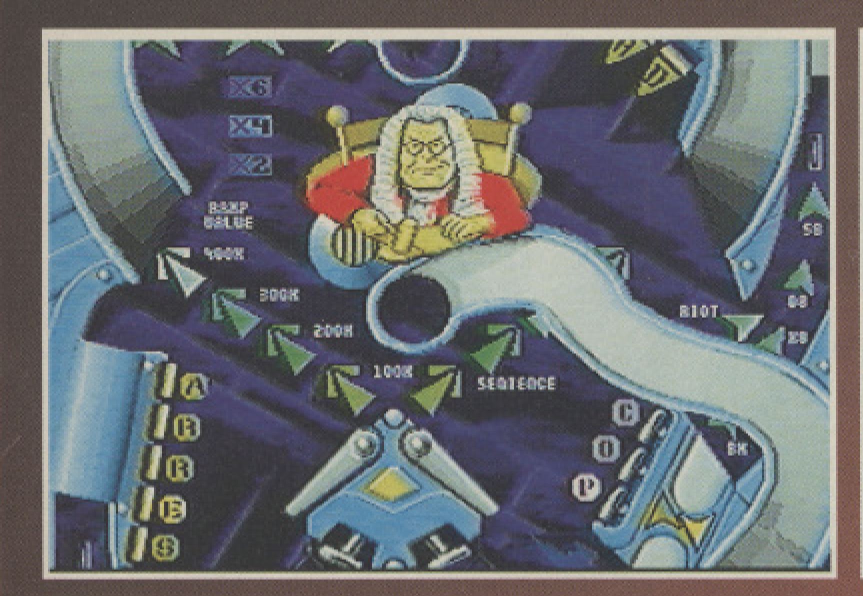


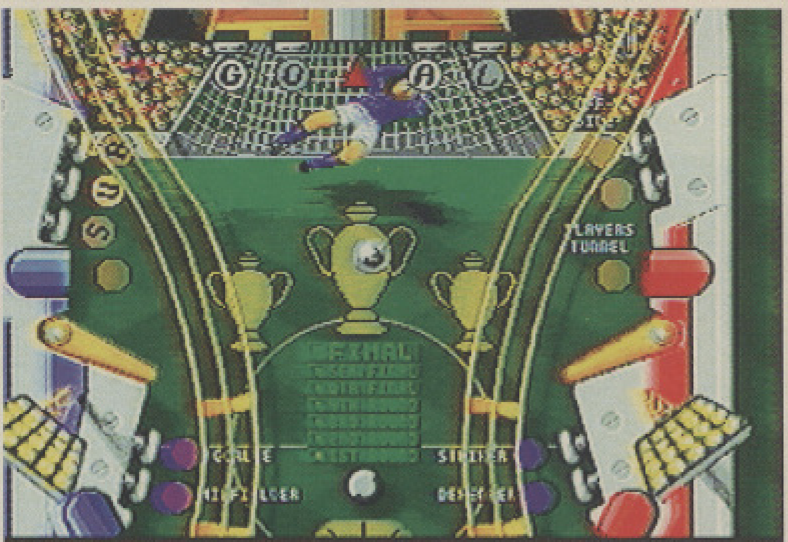
Whenever a prisoner escapes the alarm bell at the bottom left of the table starts ringing which is quite unique but after a few minutes it get really bloody annoying! Aaarrrggh! Where's that volume knob?

The third table is called Kick Off, and unsurprisingly takes place on a footie pitch. To score well here things have to be done in the correct order. Points can be gained by doing things out of sequence and just hitting the ball willy nilly but skill and judgement will make the big points quickly start rolling in.

First off the players have to choose a team. Around the table there are various targets representing the goalie, strikers and so on. When the team is chosen you get entered into the first round. The match is started by shooting the kick off ball trap. If a match is already in progress a goal kick will be awarded. During a match you must shoot the four targets around the goal to spell, wait for it, GOAL. Now it is possible to make an attempt to score. Get a goal and one of the letters in the words KICK OFF will be lit at the bottom of the table. Light them all and you'll enter the 2 ball multiball penalty shoot out round. Advance through the different stages by hitting the foul ball trap. Win the final and you'll be awarded a million points.

As with all footie matches







substitute players can be bought on! Light SUB to activate the sub launcher and then do it again to load it. When this is done it is possible to launch a second ball into play immediately or to wait for it to launch automatically when the first ball is lost! Hurrah!

The fourth and final table is nicknamed Jackpot, and takes place in a casino. In the casino there are four different traditional games to play. Take a choice from craps, a fruit

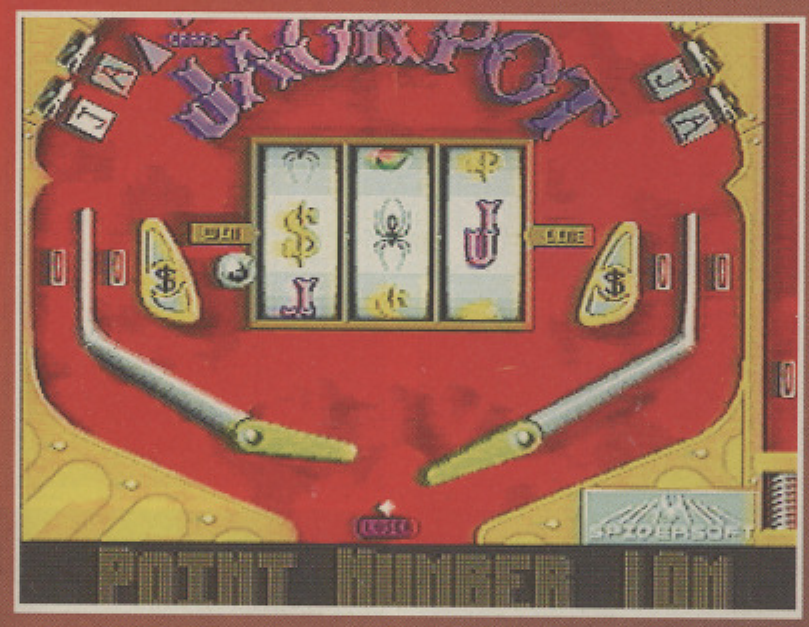


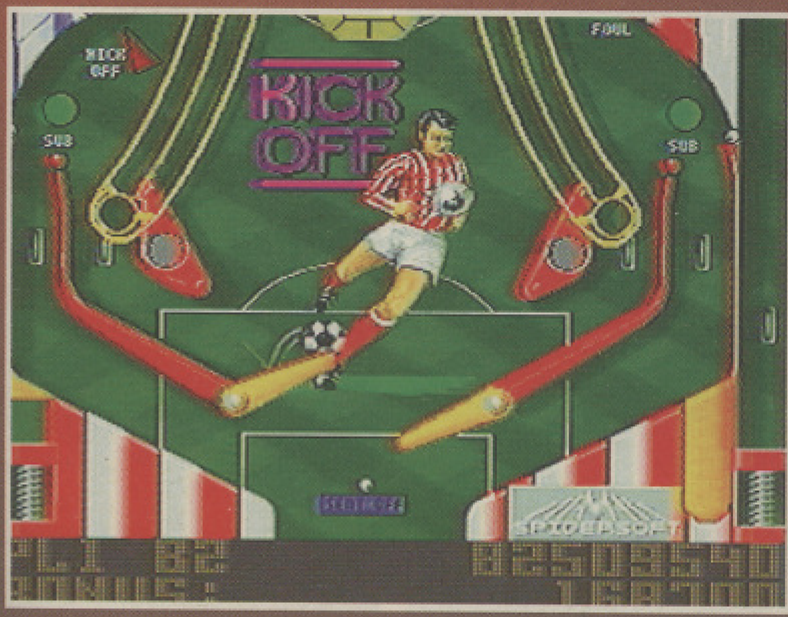


machine, roulette, and Hi-Lo. In the centre of the table there are three reels. First of all the word REELS must be spelled out by hitting all the targets and then the ball must be dropped into the coin slot. The reels will then spin and you can stop them by flipping the flippers. Get three jackpot symbols and you can win 50 million points!

Playing roulette is a different can of worms altogether. There is a ramp that goes all the way around the wheel. Shoot the ball around it in one direction to choose a colour, either red, green or black, and shoot the ball in the other direction to play the game. Couldn't be easier and many many points can be won.







THE VERDICT

So here we are again with yet another pinball game from the huggable folks down at 21st Century. Pinball Mania is a competent enough pinball game that is certainly much better than Obsession but unfortunately in my humble opinion it is not as finely polished as any of the other titles in the series, which isn't surprising as it is done by a different programming team.

I find it hard to pick fault with this title, and indeed it seems that the only thing wrong with it is the sheer quality of other similar games in the market. All of the tables are laid out well and there are plenty of targets to hit, but that is just about all there is. I find it odd that when you consider arcade pinball games that have six ball multi balls, seven or eight different skill challenges, timed missions and even video games, that home computer pinball games are still relatively primitive.

Considering this the tables presented here seem to be quite dull, with not a lot going on. Most of the challenges involve hitting targets and then shooting the ball up the correct ramp. One idea to make things more exciting is to have targets that actually move around the table (has anyone ever played Dracula?), video games like those found in Star Trek TNG and Indiana Jones, and multiballs where there are more than three balls in play at once.

Admittedly the humble A1200 may not be able to handle some of these ideas but without touches such as these the tables will get quite boring fairly quickly.

On the whole Pinball Mania isn't a bad game, but as I said previoulsy I can't help feeling that Illusions is much superior. The action never seems to get hectic enough and if you use the old 'tilt the table to get the ball back into play' technique it is virtually impossible to lose the balls without racking up a massive score. It was a good try but sadly it is overshadowed by superior titles.

A1200

Publisher : 21st Century
Developer : Spidersoft

£25.99 Out Now

Hard Disk Installable

Keyboard

Memory 2MB | Disks 3

GRAPHICS	83%
SOUND	77%
PLAYABILITY	78%
LASTABILITY	72%
OVERALL	74%

CD32	Nope, the chances of a CD32 version are approximately one less than nil.
A500 / 600	You must be kidding, the A500 is a big pile of dog's plop.

TINY TR

Do you like a bit of Cannon Fodder? Are you a big fan of Lemmings? Well if the answer to both of these questions is yes then it's quite possible that you're going to love what Mindscape has in store for the Amiga.

Tiny Troops really does look like a load of fun, however we all found it a trifle hard to get to grips with. The Wip demo we got our hands on had no sound and several of the functions weren't actually there. It seems that this game is very much still in it's development stage so you have to bear that in mind whilst you read this. Well Mindscape really look like they might come up trumps with this one. It's the idea of the game that seems so instantly appealing. Remember Micro Machines, hell, who can forget. Micro machines was a superb game and a great deal of the appeal of it was down to the idea of having these tiny little cars racing around household arenas such as baths, table tops and tree houses. Admittedly the game play was also superb and all this as one bundle created a great game but it has to be said that the idea behind the game had an instant appeal. Well this is a game that has that same instant appeal and you really want to get to grips with it immediately. not only does it have this appeal of being set in these rather pleasant domestic settings. We only got to play on five levels and if I'm brutally honest with you we didn't actually get to see all of these levels due either to our complete inability or the fact that the demo is pretty dam hard or a mixture of the two. The final game is to have

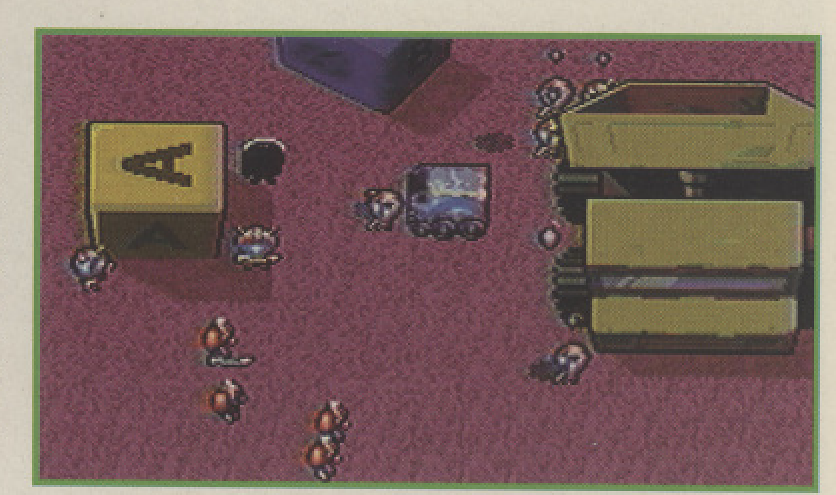


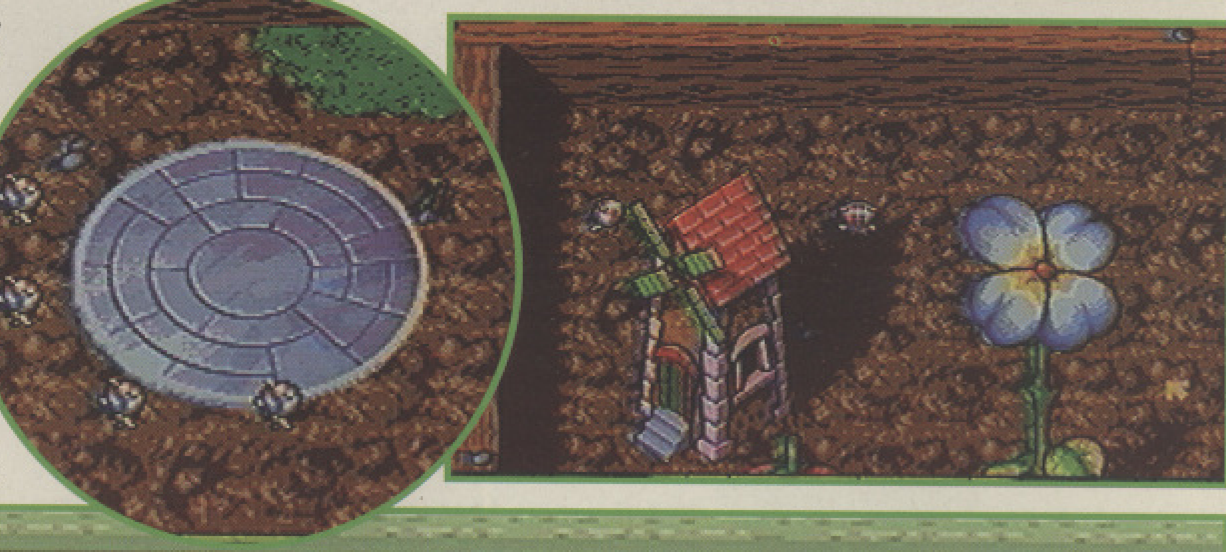


ROOPS

just a few more levels of play, seventy two to be exact and that should really present something of a challenge to even the finest minds amongst you. There are also going to be forty different types of troops and vehicles and you will have a one or two payer option available to you, and there will be end of level bosses and secret hidden bonus games. Gosh! What more could you want? Well you could hope that it's actually easy enough to play because we found this early version a trifle hard.

recently we read a certain article in a certain magazine that supposedly told you what to look out for in games reviews, one tip was that if a review compared a game to other games and said 'if you liked such and such then you'll love this' then it meant that the reviewer hadn't actually played the game at all. Well I'm now about to go on at great length about exactly this and believe me I've played this game, no, I've struggled with this game for quite some time. The games that it can be compared to are, firstly micro machines, but only in so much as it is set in the same kind of miniature madness with a few of the same kind of settings. Another game it can be







compared to is of course Cannon Fodder. Again this is due to the fact that you have to blast the hell out of your enemies and you have this same overhead view and you control where your men go. Lemmings? Well yes there's certainly an element of Lemmings in there and even a bit of Timekeepers. However so far I'm not overly enamoured with this game. I found the controls rather confusing and everything rather difficult to cope with. I thought that this was just me having a bad day but it seems that once I threw the demo open to the floor for all and sundry to have a crack at it I found that I was not the only one having a bad day. Do, however, remember that this is still a way off completion and there are bound to be many changes. Things do look pretty good apart from the fine tuning that is needed and I'm sure that they'll be plenty of that.

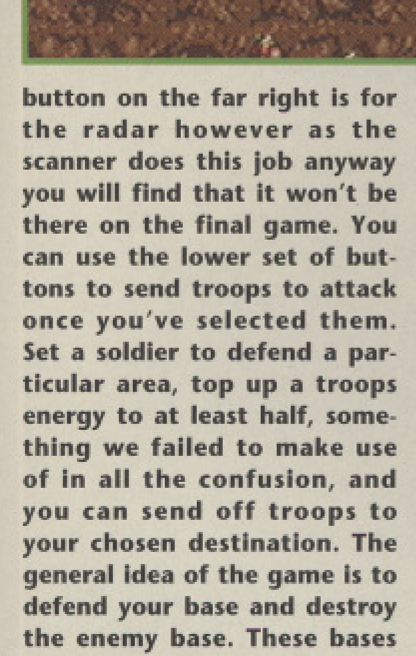
So what exactly are the controls so far. Well there is a row of six buttons on the top of the control box which you can see at the bottom of the screen and there are a further six similar buttons in two rows of three at the bottom of this box. There is also a single button with a skull and crossbones on it. This single button will send all your men off in a seriously suicidal mission to perform an all out attack on the enemy base. I would seriously advise against using this method although it did actually do us some good as we did two levels using it. The top row of buttons have several functions from viewing battles that are going on to finding information on the health level of your troops. There is a scanner at the bottom left of the screen and you can also zoom in and out using one of the buttons. The







button on the far right is for the radar however as the scanner does this job anyway you will find that it won't be there on the final game. You can use the lower set of buttons to send troops to attack once you've selected them. Set a soldier to defend a particular area, top up a troops energy to at least half, something we failed to make use of in all the confusion, and you can send off troops to your chosen destination. The general idea of the game is to defend your base and destroy the enemy base. These bases are large silver saucer type things and they are best destroyed by using your grenade thrower, he's the little chap with the grenade above his head.



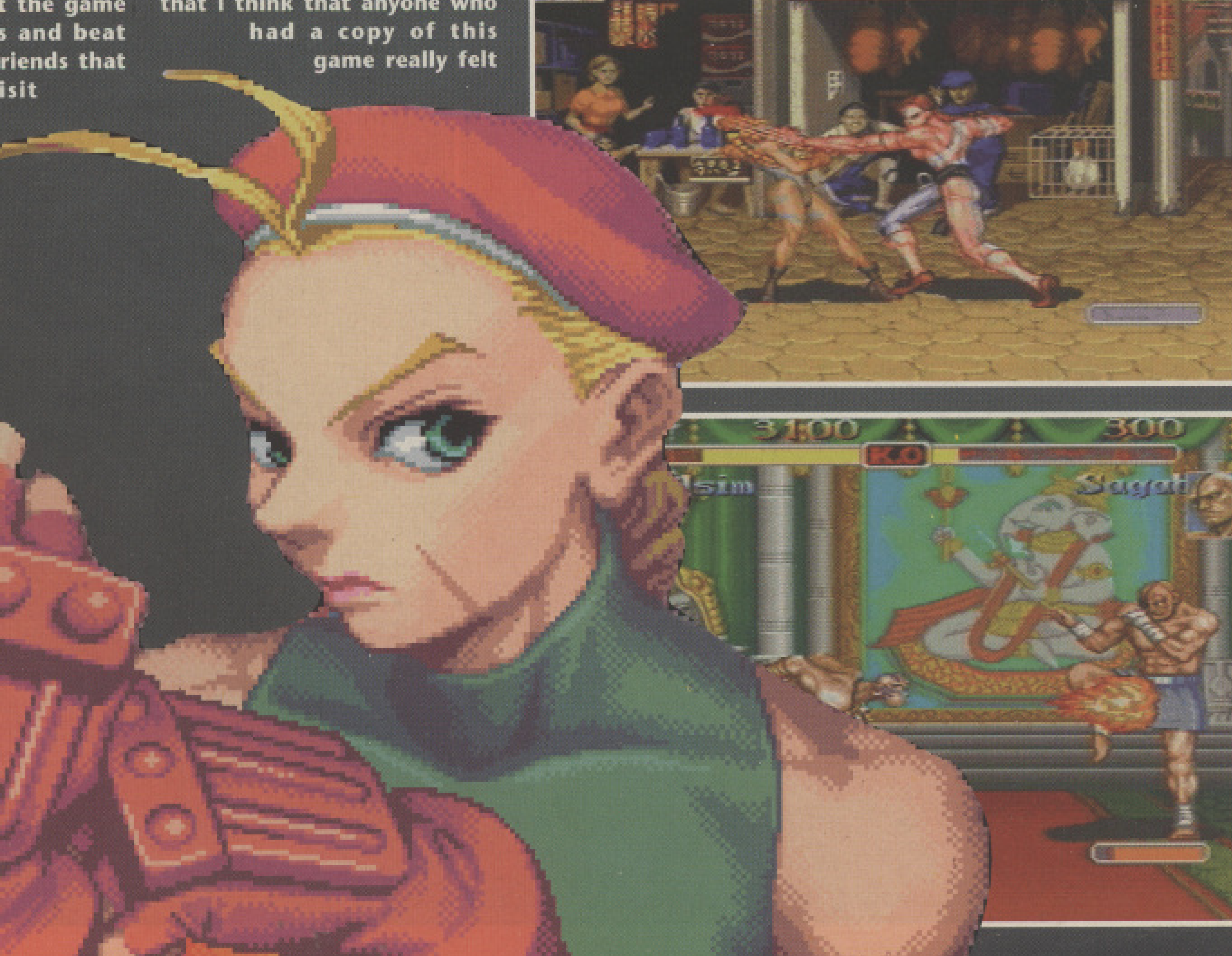
Well what will this game be like? Who really knows, It has the potential to be excellent but at the same time if nothing changed then it would be a let down, however it seems that things will be changing so look out for a full preview or even a review in the next couple of issues!



SUPER STREETFIG

Streetfighter two was and still is one of the finest fighting games ever to come out on most of the consoles and computers there are, what's going on though? There are more new versions than I can wrap my head round!

I remember it well! The day I first got my SNES. This was the ultimate games console as far as I was concerned and on top of that I had the best fighting game in the world. Street Fighter 2. I lived with three friends at the time and we must have spent an average of ten hours a day playing the game until our skills were so finely honed that we could beat anything that the game could throw at us and beat every one of our friends that came round to visit and tried to dent our dominance, between the four of us we were without a doubt the world champion streetfighter players. Having said that I think that anyone who had a copy of this game really felt





GHTER II : TURBO



that they were the world champion. When I first came to work for this company we ran a load of Megadrive and SNES magazines and the only challenge that all of us enjoyed was a serious bout of Streetfighter 2 against each other. We spent many a night when we should have been striving towards one magazine deadline or another actually engaging in mortal combat against each other (mmm.. sounds like another game?). well since these early days of street fighter 2 success things have come a long way. New fighting games on new consoles are everywhere you look. There's Virtua Fighter on the Sega Saturn a superb three dimensional game that tests you fighting abilities to the limit with its amazing moving camera views and some serious characters.

Even this has now been replaced with Virtua Fighter remix, essentially this is the same game but with rendered graphics. Now with the launch of the Play Station there's games like battle arena Toshinden, graphically superb but apparently the gameplay isn't quite so good, There's also games like Teken two of course. So what's the story with Streetfighter Two, well whilst all this has been going on streetfighter has seen a few changes of its own, the world warrior, hyperfighter, turbo, super,do you recognise any of these words in connection with Streetfighter two, well I do and they all go to show how many home computer or console versions of this game there have been, and that doesn't include the countless other versions that have found there way into arcades up and down the nation.

Well here we are with Super Street Fighter 2 Turbo. Well it's not here quite yet but it will be soon and apparently there's further plans for street fighter yet to be seen. So what will this latest incarnation have to offer us. Well now there are sixteen streetfighters, with Cammy, Dee Jay, T. Hawk and Fei Long. Also there is a 'strange' new Boss. One with previously undreamt of powers. It seems though that the Streetfighters also have some new tricks up there sleeves. All of the fighters have new moves and there are super combos. You have to charge up your "super Meter" To unleash these powers, also if you learn a secret pattern you will find that you can play as the new boss Akuma. There is also a speed setting option and this will mean that you have three distinct settings to play with. So how good will it be? well time will tell but if like me you were there at the start of the street fighter success then there's a fair chance that this will be a great game. So when we get enough to bring you a full preview we will and then we'll see what this game really is like.



TIMEKE

Here we are again with the second part of our fabulous Time Keepers guide. Haven't you finished it yet? No? Well fret no more 'cos our games experts are here on hand to help you out through six more of the gamers toughest levels

LEVEL SEVEN

1: Get the soldier here to fight this monster and then jump the gap it leaves. Place a spanner next to the machine so that he will land on it and then jump in straight away. Place a down arrow at the exit of the machine to keep him safe for now

2: Jump a man over this gap and across the bridge. Make him open the switch at the end of the bridge and then send him all the way back down and over the gap again. Make sure he doesn't fall down the hole

3: The bloke who went through the machine is now on a mission. Get him to fight the next monster and jump the gap. Send him right to the top of the bridge

4: Some well placed arrows can then make the same bloke face this switch and operate it

5: Now get him to open this door and go through it.

6: Then get this heroic little chap to turn this machine on

7: Head him up here through this door which will close behind him

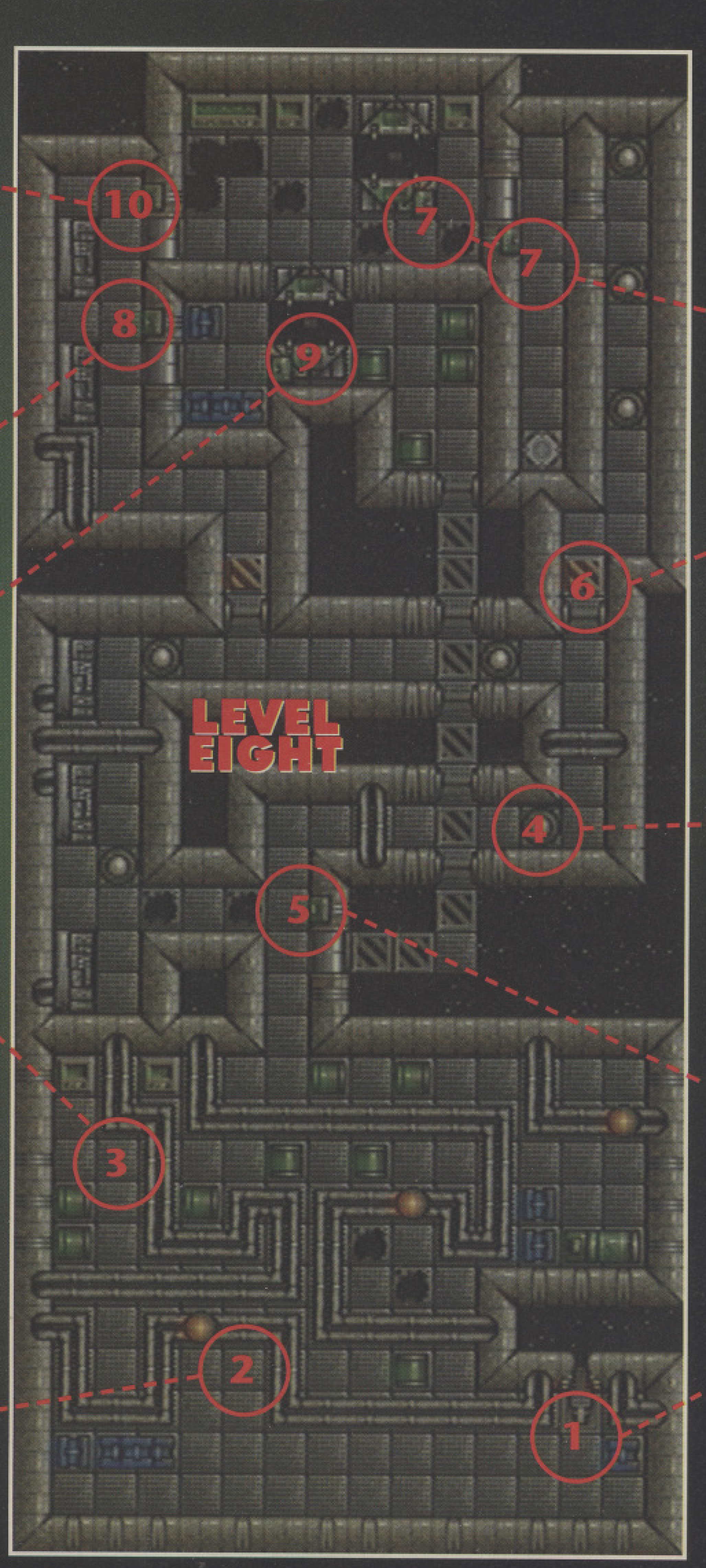
8: Jump the chap over the gaps and walls in the way to these two switches. Activate them and send him to the exit as his work is done

9: Send a person through the two shuttles and get them to open this door here

10: Guide him through the door he has just opened and get him to jump the gap immediately behind it. This will make him land in such a position that he can activate this switch. Send him right straight away so that he doesn't turn around and fall to his death

11: The path to the exit is now clear! Simply guide one soldier all the way around to the exit through all the open doors and pathways, and let the rest follow

KEEPERS



10: Get him to go back out and press this final button and guide him and everyone else out of the exit

7: Make the hard working guy activate both of these switches and then send him out of the exit

8: Get a second soldier and make him work his way up to here and activate the switch.

6: Now send him up through this door which will close behind him

9: Send him through and press this switch

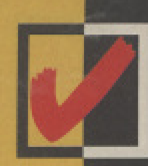
4: Guide the man round, making him jump the many obstacles, until he gets here. Fight this monster and jump the gap and go up then left

3: This bit is annoying. All the soldiers have to jump over the wall on the right at some point but to do this you have to place a left icon. They will walk left, then turn round. Drop a jump icon on the left icon and they'll jump the wall. Then replace the jump icon with a left icon whenever you need to get another man through

5: Fight the three monsters and jump all the obstacles and activate this switch

1: A down arrow here will save one chap from certain death

2: Position a left arrow and a jump so that a man will jump over the wall to the left. Then direct him upwards and jump him over the wall in front



LEVEL NINE

1: Jump the walls and into this shuttle. Walk right and go down into the other shuttle. When the man walks out turn him around and send him back in again. He can now activate the switch

2: Go through the door and open this one here

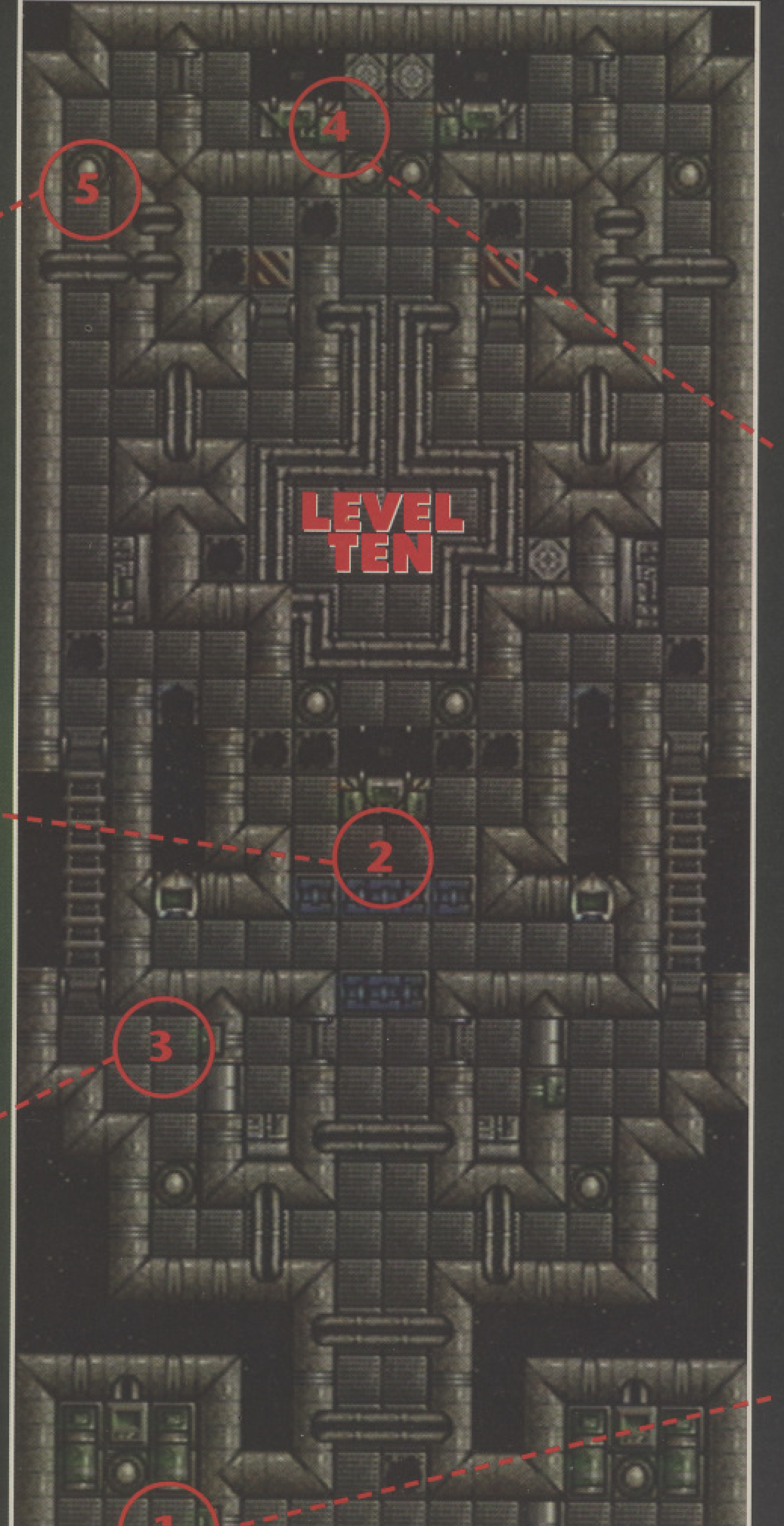
3: It is a simple matter to guide the man over all the walls to open this switch.

4: Send him through the door and up to this switch. Open it.

5: Now go for a jaunt in the shuttle, but watch out for the open door

6: When he leaves the shuttle go left over the gap and down to this switch. Now it's time to go. This level is fairly simple and the path should be ready for everyone else to leave

5: The path is now clear for all the men to come up this corridor, past this monster, and then right to the exit



4: Now get our hero to work his way all the way up here, taking out any monsters in his path. Get him to press the switch and then leave

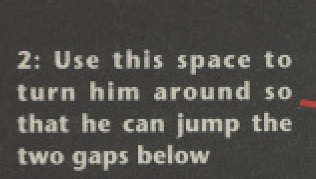
2: Jump all of the walls and press one of these switches here. Make one of the men go down and jump them back over three of the walls

3: Jump the wall on the left then go up and fight the monster. Now press this switch

1: Activate this switch and go through

LEVEL ELEVEN

1: Send one man into the shuttle



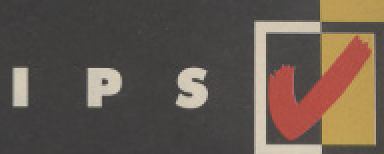
2: Use this space to turn him around so that he can jump the two gaps below

3: Jump all the gaps and fight two monsters to get to the second shuttle. Go left and then up upon leaving

4: Walk all the way up to this switch and press it. A platform will lower. Go across it

5: Jump the gap at the bottom of the bridge and open the door. Go through it and open a second door

6: The way is now clear to the exit and it is a simple affair to get all the men out to safety



LEVEL TWELVE

This level looks very daunting but is actually quite simple. Just lay all the icons down exactly as shown here and you will finish the level in no time at all!

DANGERO STREETS

KEY
U - Up
D - Down
T - Towards
A - Away

PINEN


Fire — Mini Man Attack


A & Fire — Punch

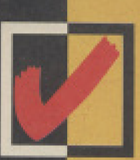

T & Fir — Slashing Punch




D & Fire — Large Cap Shield


U — Belly Attack

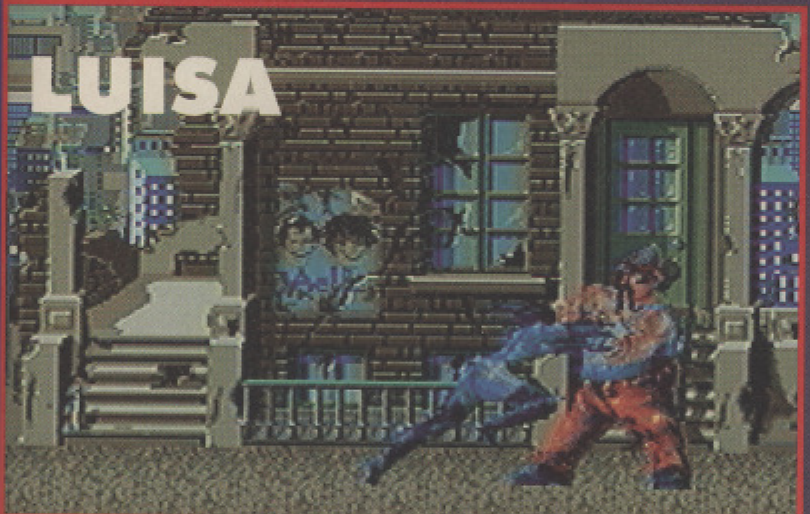

T & D & Fire — Spinning Cap Attack





So did you like it? Dangerous Streets is what I mean. Well as you can see we are continuing on our line of giving you a complete game to play with but sometimes we reckon that you may want a few tips to go with the game so Here I am with all the moves of the serious fighters in Dangerous Streets. Well most of them anyway! You want to know how to beat the best of the best, well if you do then read on!

LUISA



Fire — Push Attack



T & Fire — Kick



D — Slab Defence





A & Fire — Punch



U — Knee Attack



D & A — Sliding Kick

SGIO

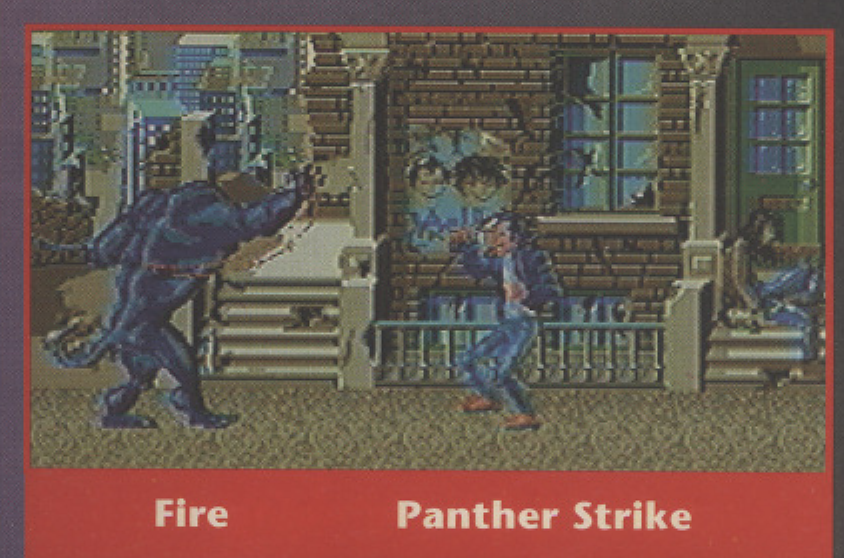


D	Defensive Shine
D & R & Fire	Shooting Star 12"
Up	Flying Kick
Fire	Firework Attack
T & Fire	Ice Smoke Punch
R & D	Fire Sliding Kick
A & Fire	Small Punch
U & Fire	Big Kick





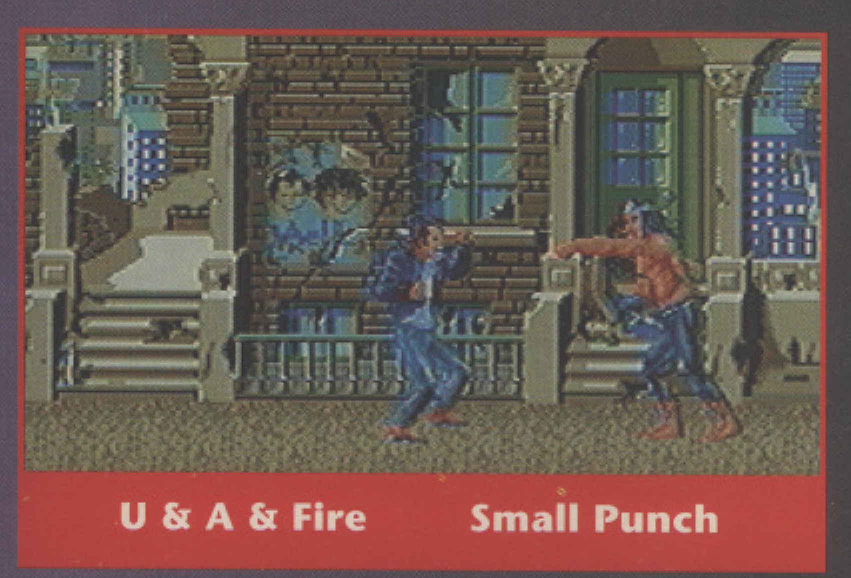
T & Fire — Big Punch



Fire — Panther Strike



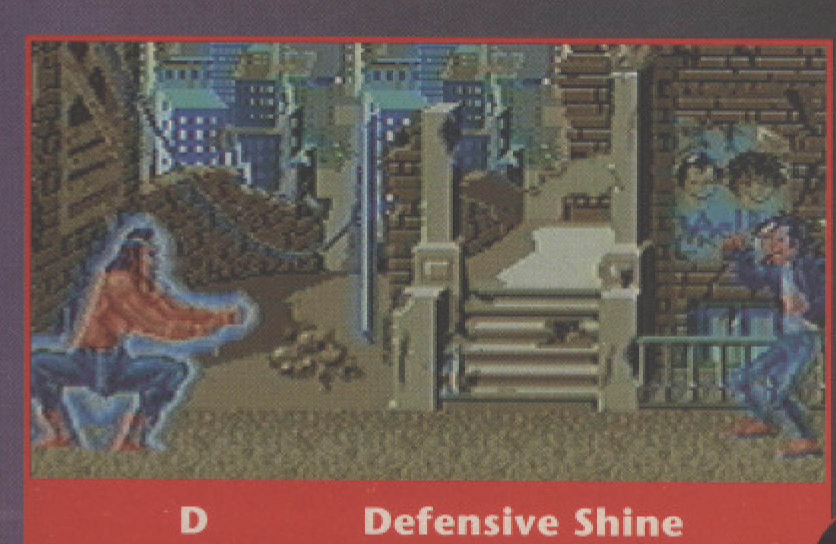
U & Fire — Scalp Slash



U & A & Fire — Small Punch



A & Fire — Kick



D — Defensive Shine



D Manhattan Attack

D & Fire Head Butt

T & Fire Triple Lightning Punch

U & Fire Kick

U & A Backwards Spin

Fire Double Fireball

D & T Low Kick

A & Fire Punch


OMBRA
U Kick
D Star Shield
U & Fire Buring Palm Strike
D & T Star Strike
T & U Sand Dive
A & U & Fire Small Punch
T & U & Fire Punch
Fire Fire Dive



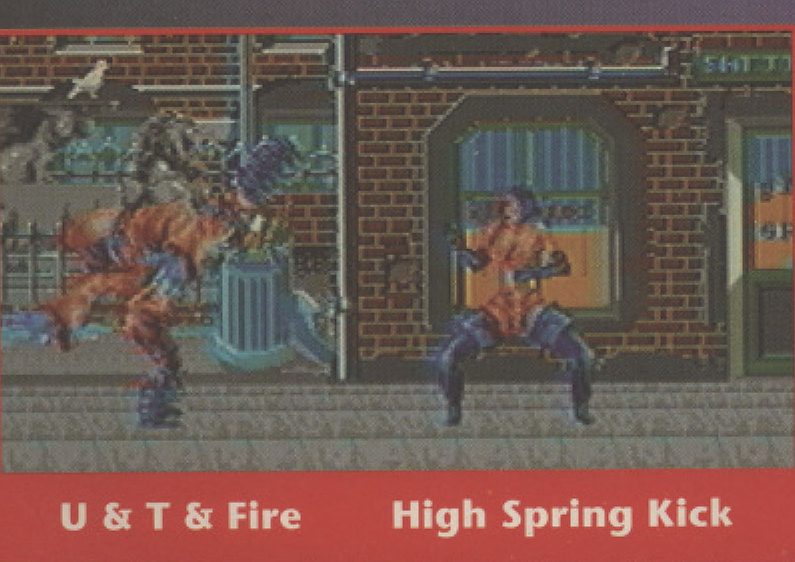




D & T Low Spring Kick



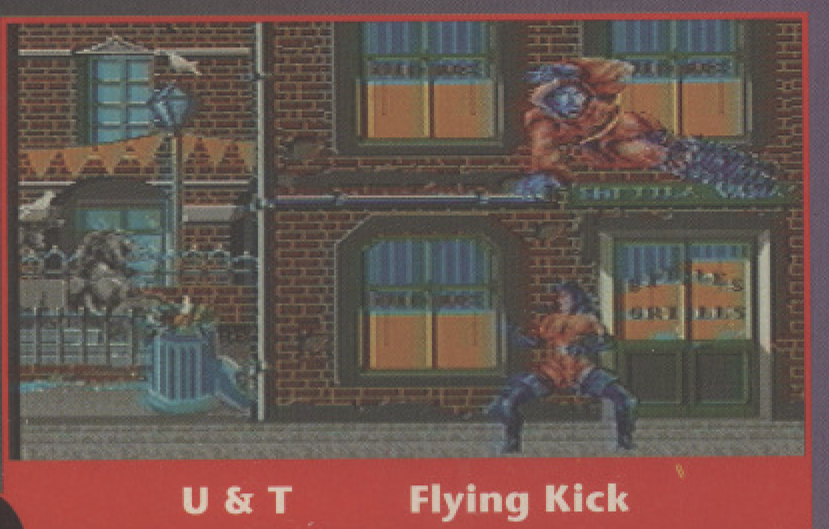
Fire Moat Monster Attack



U & T & Fire High Spring Kick



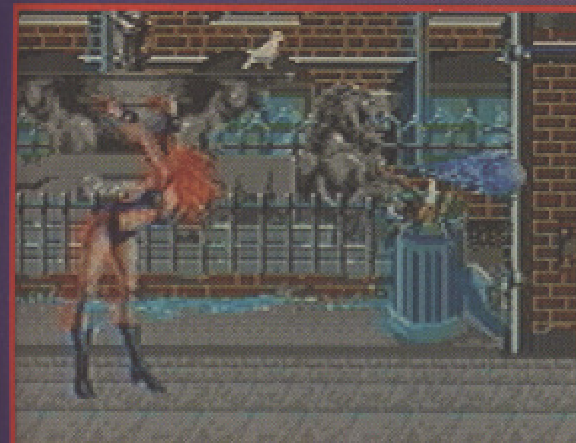
A & Fire Medium Spring Kick



U & T Flying Kick



Up Spring Punch


Fire Hair Gel Attack



D Mirror Shield


A & D & Fire High Passion Flameattack


U & A/T Shadow Jump


T & Fire Kick


A & Fire Punch


D & Fire Low Passion Flameattack


U & T & Fire Small Kick

RECOMMENDED

ALADDIN

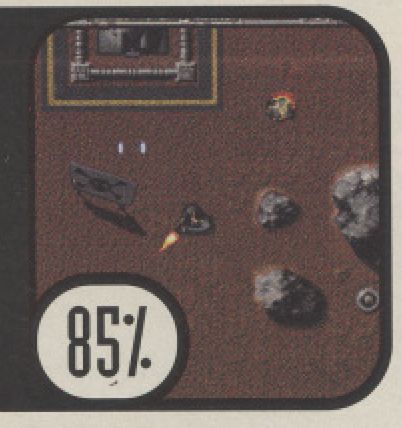
Publisher : Virgin
Issue Reviewed : November 94
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.



90%

A.B. TOWER ASSAULT

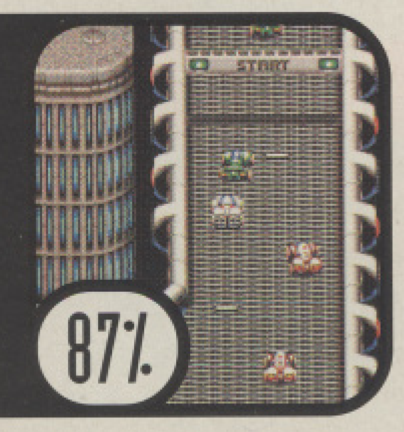
Publisher : Team 17
Issue Reviewed : January 1995
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.



85%

A.T.R.

Publisher : Team 17
Issue Reviewed : March 1995
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.



87%

BANSHEE

Publisher : Core
Issue Reviewed : July 1994
Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.



89%

BUBBA 'N' STIX

Publisher : Core
Issue Reviewed : January 1994
More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.



91%

CANNON FODDER

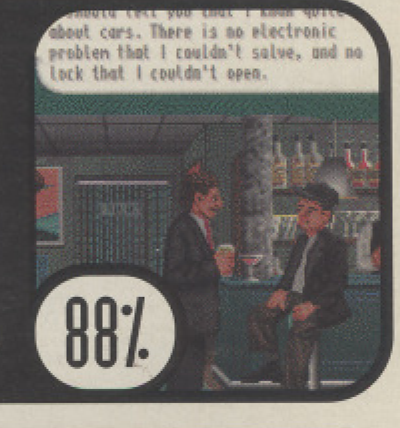
Publisher : Virgin
Issue Reviewed : Dec 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.



91%

THE CLUE

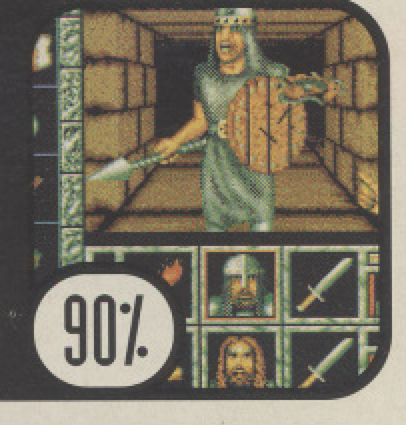
Publisher : Black Legend
Issue Reviewed : Sept 1994
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.



88%

CRYSTAL DRAGON

Publisher : Black Legend
Issue Reviewed : December 1994
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.



90%

DAWN PATROL

Publisher : Empire
Issue Reviewed : April 1995
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since *KOTS*. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.



81%

F1

Publisher : Domark
Issue Reviewed : February 1994
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!



90%

So, it certainly isn't August this month, although it has been for the last two months according to our recommended guide. Instead we offer you the superb autumn month of October, and here's your ex-editor Lee Brown with a quick guide to all the....



FIFA INT. SOCCER

Publisher: Elec. Arts
Issue Reviewed : October 1994

FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.

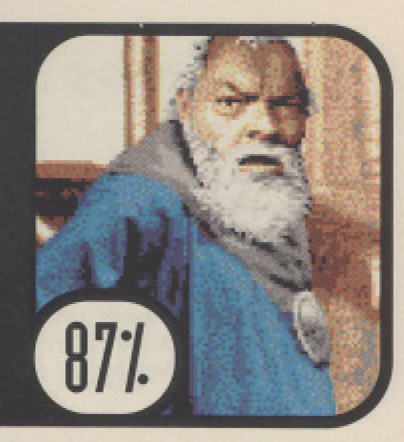


87%

ISHAR 3

Publisher : Daze
Issue Reviewed: Sep 1994

Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.



87%

FLINK

Publisher : Psygnosis
Issue Reviewed : February 1995

Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!

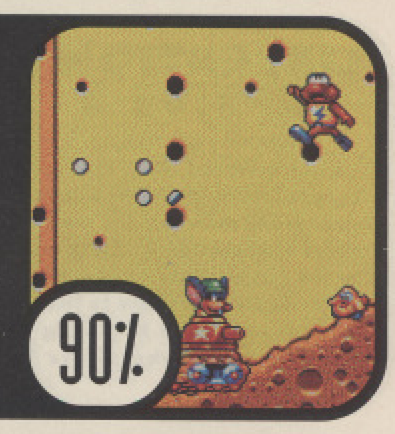


87%

JAMES POND 3

Publisher : Millennium
Issue Reviewed : June 1994

The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.



90%

GENESIA

Publisher : Team 17
Issue Reviewed : Dec 1993

Huge society-building thing, similar to The Settlers, but not as easy to get in to straight away. Start off with a tiny tribe, and watch your fellas grow into something that makes the Roman Empire look like a chain of cheap Pizza Restaurants.

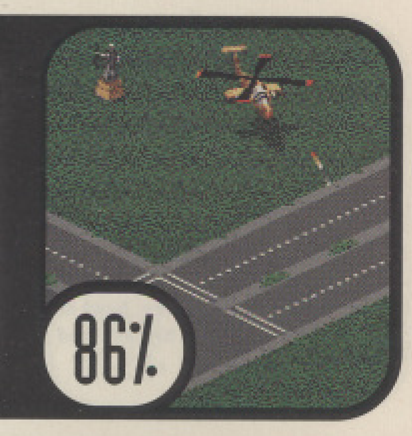


88%

JUNGLE STRIKE

Publisher : Ocean
Issue Reviewed : December 1994

Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)



86%

GUARDIAN

Publisher : Acid Software
Issue Reviewed : November 1994

What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have



88%

K240

Publisher : Gremlin
Issue Reviewed : May 1994

Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.

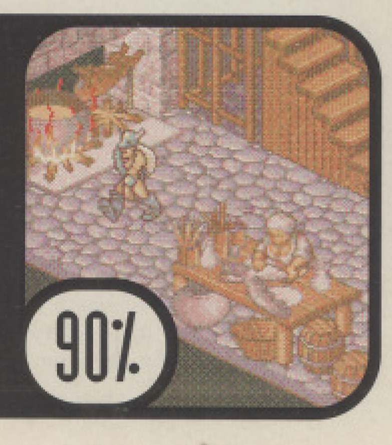


90%

HEIMDALL 2

Publisher : Core
Issue Reviewed : Dec 1993

Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!

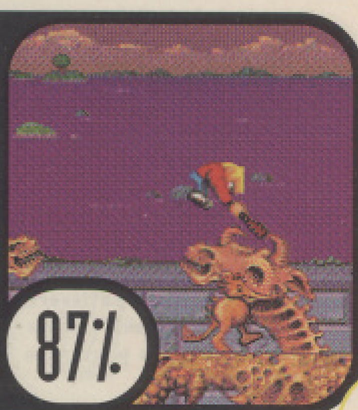


90%

KID CHAOS

Publisher : Ocean
Issue Reviewed : August 1994

Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.



87%

RECOMMENDED

LEMMINGS 3

Publisher : Psygnosis
Issue Reviewed : January 1995
There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?



89%

PGA EURO TOUR

Publisher : Ocean
Issue Reviewed : Dec 1994
The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welch niblick again. Hurrah!



88%

LIBERATION CAPTIVE 2

Publisher : Mindscape
Issue Reviewed : Dec 1993
An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



94%

PINBALL ILLUSIONS

Publisher : 21st Century
Issue Reviewed : January 1995
Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



91%

MORTAL KOMBAT 2

Publisher : Acclaim
Issue Reviewed : January 1995
More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Snippy the Censor, but basically, hard as a pie baked in Hell's Kitchen and about twice as hot!



90%

PUTTY SQUAD

Publisher : System 3
Issue Reviewed : August 1994
Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



90%

ON THE BALL

Publisher : Daze
Issue Reviewed : Sep 1994
The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



90%

ROADKILL

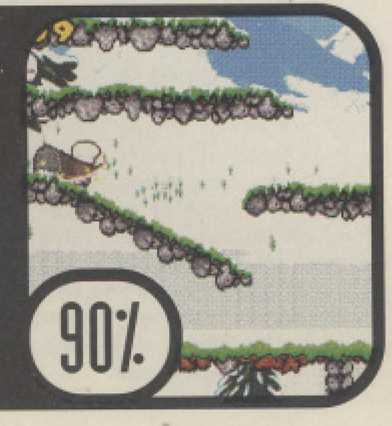
Publisher : Acid Software
Issue Reviewed : January 1995
'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



90%

OUT TO LUNCH

Publisher : Mindscape
Issue Reviewed : July 1994
His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



90%

RUFF 'N' TUMBLE

Publisher : Renegade
Issue Reviewed : August 1994
Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



91%

...games which ought to be in your collection. Funny thing is though, that the text is an awful lot like it used to in The Emap One. And mroe curiously, the write up for PGA Euro Tour was the same as Cannon Fodder for the past 2 months! Go figure.



THE SETTLERS

Publisher : Blue Byte
Issue Reviewed : Dec1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



SHADOW FIGHTER

Publisher : Gremlin
Issue Reviewed : February 1995

Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!



SIMON THE SORCEROR

Publisher : AdventureSoft
Issue Reviewed : February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



SKIDMARKS 2

Publisher : Acid Software
Issue Reviewed : April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



SUPER STARDUST

Publisher : Bloodhouse
Issue Reviewed : December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



S.W.O.S.

Publisher : Renegade
Issue Reviewed : January 1995

It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full. Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



THEME PARK

Publisher : EA
Issue Reviewed : October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



UFO

Publisher : MicroProse
Issue Reviewed : December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



WIZ 'N LIZ

Publisher : Psygnosis
Issue Reviewed : November 1993

A game that's so much better with two, this cute platformer is transformed when the both of you do it. Compete for the collection of coloured rabbits in a magical split-screen race against the clock. Now a budgety £12.99, by crikey.



X-IT

Publisher : Psygnosis
Issue Reviewed : October 1994

OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.

